

SHIN MEGAMI TENSEI®

P3 FES

PERSONA 3 FES



PDF WALKTHROUGH BY VHAYSTE®





I. AUTHOR'S NOTE

II. COPYRIGHT

III. BASICS - QUICK START GUIDE

NEW TO THE GAME? GET STARTED BY READING THIS SECTION!

IV. COMBAT - QUICK START GUIDE PT 2

AN RPG IS NOT AN RPG WITHOUT COMBAT AND BATTLES. LEARN WHAT YOU NEED TO GET YOUR ADVENTURE STARTED.

V. FULL WALKTHROUGH

CONTAINS START-END GUIDE ON HOW TO BEAT THE GAME.

VI. POST GAME NOTES

FINISHED THE GAME ALREADY? CHECK OUT THE COOL STUFF YOU CAN CARRY OVER WHEN YOU START A NEW GAME.

VII. THE ANSWER WALKTHROUGH

COMPLETE ENEMY DATA AND BOSS TIPS FOR THIS GREAT ADD-ON!

VIII. PLACES/ LOCATIONS SECTION

LEARN MORE ABOUT THE ESTABLISHMENTS AND HANGOUTS IN AND AROUND THE CITY.

IX. SOCIAL LINKS SECTION

LEARN HOW TO UNLOCK ALL SOCIAL LINKS AND SOME BRIEF BACKGROUND ON THEM.

X. FUSION 101: WEAPON FUSION AND FUSION SPELLS

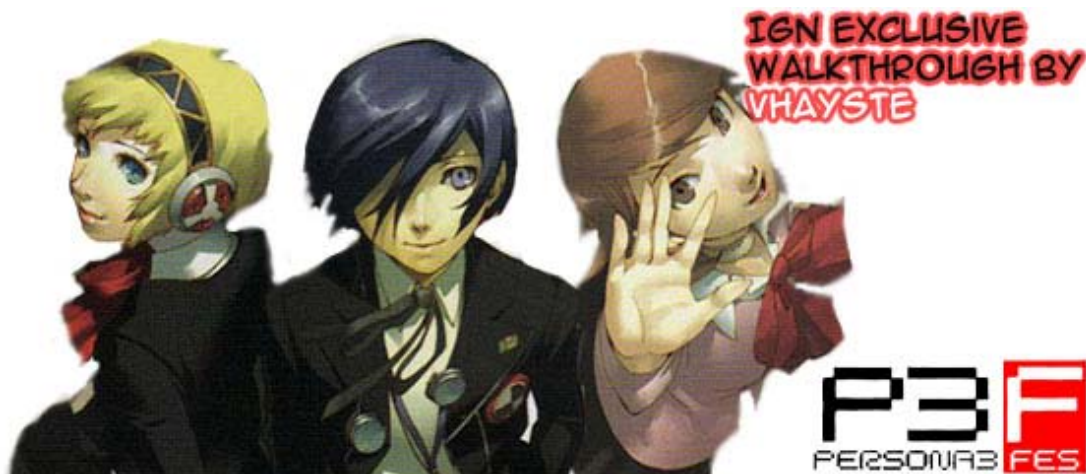
FEEL THE NEED TO CREATE THE ULTIMATE WEAPON? OR HOW ABOUT UNLEASHING A POWERFUL COMBINATION ATTACK? FIND IT HERE.

XI. ELIZABETH'S REQUESTS

CONTAINS THE LIST OF ALL REQUESTS INCLUDING SOME TIPS ON HOW TO COMPLETE THEM.

XII. CREDITS





INTRODUCTION

UPON HIS ARRIVAL TO HIS HOMETOWN, THE UNNAMED TEENAGER HAS ENCOUNTERED SEVERAL STRANGE PHENOMENA. EVERYTHING AROUND STOPPED AND COFFINS ARE SCATTERED HAPHAZARDLY ALONG THE WAY. WHAT IS MORE DUMBFOUNDING IS WHEN HE WAS GREETED BY A MYSTERIOUS BOY INSIDE THE DORMITORY THAT HE WILL BE STAYING.

DURING HIS STAY, THE DORM WAS ASSAULTED BY A GROUP OF DARK CREATURES CALLED SHADOWS. HE SURVIVED THE ORDEAL WHEN HIS PERSONA WAS AWAKENED A SUMMONED BEING THAT IS THE MANIFESTATION OF THE MIND OF THE USER. HE ALSO DISCOVERS THAT HE IS NOT THE ONLY ONE THAT HAS THAT SPECIAL ABILITY.

HE JOINS A SPECIALIZED SQUAD OF PERSONA-USERS TO COMBAT THE EVIL THREAT THAT APPEARS ONLY DURING THE HIDDEN TIME CALLED THE DARK HOUR...

AUTHOR'S NOTE

TO START OFF, THIS IS AN IGN EXCLUSIVE GUIDE WHICH MEANS THIS GUIDE WILL BE FEATURED ONLY IN IGN.COM AND ITS NETWORK. ANY REQUEST TO FEATURE THIS GUIDE ON ANY OTHER WEBSITES WILL BE POLITELY DECLINED OR IGNORED. THIS GUIDE IS AVAILABLE FREE, EXCLUSIVELY @ IGN.

SO, HERE I AM AGAIN, RELEASING A NEW WALKTHROUGH FOR THE PS2. I ALSO WROTE AN EXCLUSIVE WALKTHROUGH FOR THE ORIGINAL VERSION OF THE GAME, PERSONA 3. FES IS AN ENHANCED VERSION OF THE ORIGINAL, AS WELL AN ADDITIONAL STORYLINE CONTINUING FROM WHERE THE STORY LEFT OFF. I WAS EAGERLY WAITING FOR THIS GAME FOR MONTHS SINCE THE JAPANESE VERSION OF THE GAME IS THE ONLY ONE AVAILABLE AT THAT TIME. THANKS ATLUS FOR BRINGING IT TO THE ENGLISH-SPEAKING COMMUNITY.

ANY FEEDBACK FROM YOU GUYS IS VERY MUCH APPRECIATED. IF YOU HAVE CORRECTIONS OR SUGGESTIONS TELL ME SO; REMEMBER THAT I AM DOING THIS FOR FREE AND I AM INVESTING MY TIME AND EFFORT TO MAKE THIS GUIDE AS HELPFUL AS POSSIBLE. I WILL TRY TO COVER EVERYTHING THAT NEEDS TO BE COVERED BUT I CAN'T GUARANTEE YOU THAT THIS WILL BE PERFECT. SINCE I LOVE USING SCREENSHOTS TO MAKE THE GUIDE MORE EFFECTIVE, SPOILERS MAY ALSO LIE AHEAD SO READ WITH CARE. ALSO, DUE TO THE SWITCHES IN THE GAME THAT DEPENDS ON THE PLAYER'S DECISIONS, ACTUAL GAMEPLAY MAY DIFFER FROM WHAT IS INDICATED IN THIS GUIDE.

THOUGH THIS MAY NOT COME CLOSE TO THOSE OVERPRICED OFFICIAL GUIDES, I DID MY BEST TO MAKE THIS AS USEFUL AS POSSIBLE. I CAN'T ASSURE YOU THAT I CAN ANSWER ALL YOUR QUESTIONS, BUT IN THE BEST OF MY ABILITY I WILL. THANK YOU FOR GRABBING THIS FAQ AND ENJOY.

PAUL 'VHAYSTE' MICHAEL1

¹ <http://vhayste.blogspot.com>





COPYRIGHT

THIS DOCUMENT IS COPYRIGHTED TO ME, VHAYSTE@. IT IS INTENDED FOR ~PRIVATE~ USE ONLY. IT CANNOT BE USED IN ANY FORM OF PRINTED OR ELECTRONIC MEDIA INVOLVED IN A COMMERCIAL BUSINESS, IN PART OR IN WHOLE, IN ANY WAY, SHAPE, OR FORM. IT CANNOT BE USED FOR PROFITABLE OR PROMOTIONAL PURPOSES, REGARDLESS OF THE SITUATION. BREAKING ANY OF THESE RULES IS IN DIRECT VIOLATION OF COPYRIGHT LAW.

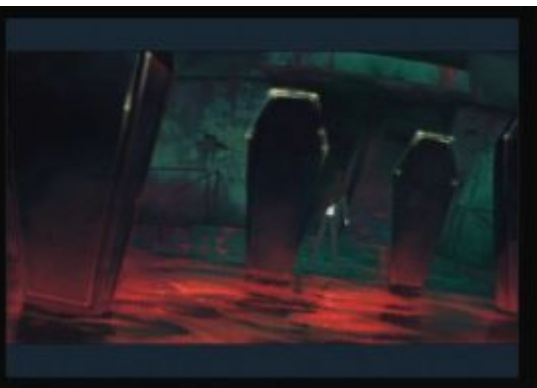
THIS DOCUMENT IS PROTECTED BY COPYRIGHT LAW AND INTERNATIONAL TREATIES. UNAUTHORIZED REPRODUCTION AND DISTRIBUTION OF THIS DOCUMENT, OR ANY PORTION OF IT, MAY RESULT IN SEVERE CIVIL AND CRIMINAL PENALTIES, AND WILL BE PROSECUTED TO THE MAXIMUM EXTENT POSSIBLE UNDER THE LAW. ANY CHARACTERS, NAMES, PLACES, OR MISCELLANEOUS OBJECTS ARE COPYRIGHT OF THEIR RESPECTIVE COMPANIES.

IMAGES SHOWN IN THIS DOCUMENT ARE ORIGINALLY PRODUCED BY THE AUTHOR BY TAKING HIS OWN SCREENSHOTS AND EDITING THEM VIA AN IMAGE EDITING SOFTWARE; HENCE THESE IMAGES CAN'T BE USED/ REPRODUCED IN ANY FORM UNLESS THE AUTHOR SAID SO. UNAUTHORIZED DISTRIBUTION OF ANY RESOURCES FOUND IN THIS DOCUMENT, A PART OF THE DOCUMENT OR AS A WHOLE IS CONSIDERED VIOLATION OF THE COPYRIGHT LAW.



QUICK START GUIDE

ALRIGHT FOR THE BASICS. AT FIRST, PERSONA 3 MAY NOT LOOK LIKE YOUR CONVENTIONAL RPG SINCE ASIDE FROM THE NORMAL DUNGEON EXPLORING, YOU ALSO NEED TO INCREASE YOUR RELATIONSHIP WITH OTHER CHARACTERS AS WELL AS YOUR OWN ATTRIBUTES. YOUR CHOICES TO MOST OF THE QUESTIONS ASKED TO YOU WILL ALSO IMPACT YOUR GROWTH, BUT NOT NECESSARILY THE PROGRESS IN THE STORY. THE GAME ALSO FEATURES VERY GOOD ANIME CUTSCENES AND FUNKY J-POP MUSIC AS YOUR BACKGROUND, GIVING YOU MORE BACKDROP ABOUT THE ENVIRONMENT OF THE GAME. **THE SECTIONS HERE WILL BE DISCUSSED IN DETAIL IN THE LAST PART OF THIS GUIDE. THIS SECTION IS MEANT TO BE A QUICK-START GUIDE FOR FIRST TIME PLAYERS.**



TIMELINE

EACH DAY IN YOUR 'LIFE' IS DIVIDED INTO SEVERAL PARTS, FROM EARLY MORNING AS YOU GO TO SCHOOL TO HOURS AFTER CLASSES. MOST OF THE TIME, YOU CAN'T FREELY CONTROL THE FLOW OF TIME SINCE THE GAME AUTOMATICALLY GOES THROUGH IT. THERE ARE CERTAIN POINTS IN A DAY HOWEVER; THAT YOU CAN ROAM AROUND THE LOCATION YOU'RE IN OR THROUGH THE WORLD MAP. IT IS STILL LIMITED THOUGH.

IN EACH DAY DURING MIDNIGHT, THE DARK HOUR OCCURS. IT'S LIKE THE 25TH HOUR IN THE DAY. IT IS HIDDEN, AND THERE ARE ONLY A FEW SELECT PEOPLE THAT CAN ROAM FREELY AND EXPERIENCE IT - LIKE YOUR CHARACTER AND THE MEMBERS OF SEES. IT IS ALSO WHEN THE EVIL CREATURES OF THE NIGHT, KNOWN AS SHADOWS ROAM THE LANDSCAPE.

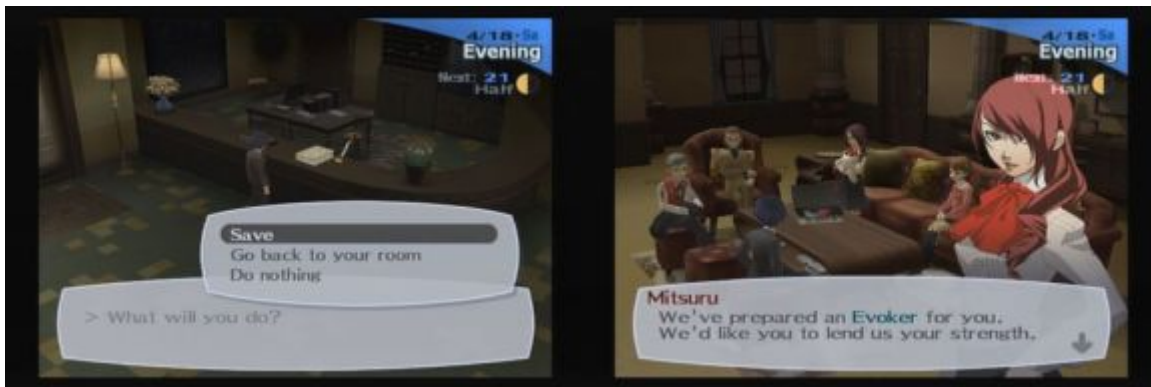
TRY TO MAXIMIZE IT TO INCREASE SOME OF YOUR ATTRIBUTES. FOR EXAMPLE, IF YOU HAVE LECTURES IN SCHOOL, ANSWER THEM CORRECTLY AND YOU WILL GAIN +CHARM. THEN, GO OUT WITH A FRIEND AFTER SCHOOL. DURING EVENING, IF YOU WON'T VISIT TARTARUS, GO TO THE MALL. IN THE EARLY PART OF THE GAME, THERE ARE ONLY TWO PLACES THERE THAT YOU CAN EITHER INCREASE YOUR COURAGE (KARAOKE BAR) OR YOUR CHARM (CAFÉ). AT NIGHT, IF YOUR CONDITION IS GOOD, STUDY BEFORE SLEEPING TO INCREASE YOU ACADEMICS.

THE WORLD

IN THE WORLD MAP, YOU CAN ONLY SELECT THE PLACES WHERE YOU WANT TO GO. THESE ARE ACTUALLY SELECT AREAS WHICH YOU CAN VISIT, DEPENDING ON THE TIME OF THE DAY. FOR EXAMPLE, AT EVENING, THE ONLY ESTABLISHMENT OPEN IS THE MALL.



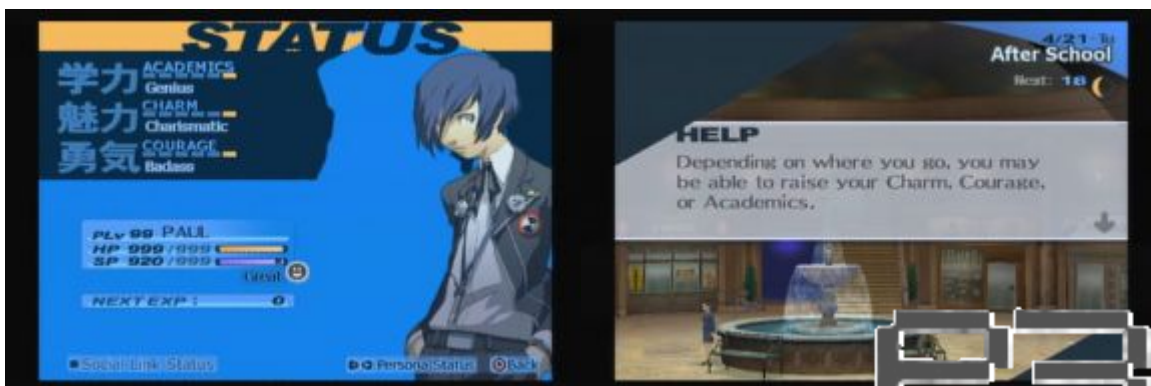
THE DORM



THIS IS WHERE YOU STAY AND THE HEADQUARTERS OF **SEES**. YOUR ALLIES HAVE THEIR OWN ROOMS HERE. YOU CAN SAVE YOUR GAME BY WRITING IN THE LOGBOOK FOUND IN THE FRONT DESK. HERE, YOU WILL PREPARE FOR NEW MISSIONS, TALK TO YOUR TEAMMATES. IN YOUR ROOM, YOU CAN STUDY (TO INCREASE ACADEMICS ATTRIBUTE) BEFORE SLEEPING OR JUST SLEEP EARLIER. NOTE THAT WHEN EXPLORING THE TARTARUS DURING THE DARK HOUR, YOUR BODY GETS TIRED. SLEEPING EARLY WILL IMMEDIATELY RECOVER YOUR BODY WHILE STUDYING BEFORE SLEEPING CAN CAUSE SICKNESS OR FATIGUE IF DO IT OFTEN.

ALSO, THIS IS ONLY ONE OF THE TWO PLACES IN THE GAME WHERE YOU CAN SAVE YOUR GAME. SAVE EVERYDAY.

ATTRIBUTES



YOUR ATTRIBUTES DEFINE WHAT YOU ARE IN 'NORMAL' LIFE. YOU CAN INCREASE THIS BY DOING SOME CERTAIN ACTIONS LIKE ANSWERING YOUR TEACHER'S QUESTIONS, STUDYING, ENTERING SOME CLUBS AND SUCH. SOME SOCIAL LINKS CAN ONLY BE UNLOCKED BY ACHIEVING A CERTAIN ATTRIBUTE LEVEL SO TAKE TIME TO IMPROVE THEM WHENEVER YOU HAVE THE CHANCE.

SOCIAL LINKS



STRENGTHENING YOUR SOCIAL SKILLS ALSO ALLOW YOU TO CREATE MORE POWERFUL PERSONAS FOR THE SPECIFIC ARCANA. CREATE NEW SOCIAL LINKS BY JOINING CLUBS IN SCHOOL, MEETING NEW PEOPLE AND BY DATING DIFFERENT GIRLS - INCLUDING YOUR PARTY MEMBERS. BY DOING THIS, YOU CAN UNLOCK MORE ARCANA'S, IN TURN, DISCOVER NEW PERSONAS. INCREASE THEM BY BEING ACTIVE IN CLUBS, HANGING OUT WITH YOUR FRIENDS AND GIRLFRIEND(S) AFTER SCHOOL OR DURING WEEKENDS.

PERSONAS



THESE ARE YOUR MEANS OF BATTLING SHADOWS. WITHOUT THEM, YOU'RE DEAD MEAT. YOU WILL HAVE **ORPHEUS** AS YOUR STARTING PERSONA. AS YOU EXPLORE DUNGEONS, YOU WILL HAVE THE CHANCE TO ACQUIRE MORE PERSONAS (REWARDED AS **CARDS** AFTER A VICTORIOUS BATTLE THOUGH YOU NEED TO SELECT THE CORRECT ONE AFTER IT IS SHUFFLED), AND EVEN HAVE THE CHANCE TO FUSE THEM INTO ONE, MORE POWERFUL BEING. IF YOU CHOOSE THE PERSONA CARD OF THE PERSONA YOU ALREADY HAVE, THE CARD WILL DISAPPEAR. NOTE THAT THEY HAVE THEIR OWN **ARCANA'S**, OR BASICALLY GROUPS OR FAMILY WHERE THEY BELONG TO. THIS DEFINES THE TYPE OF THE PERSONA.

LEVELING UP A PERSONA WILL ALSO ADD BONUSES TO YOUR STAT ⌘ WHICH IS VERY IMPORTANT. BUT LEVELING THEM UP CAN BE VERY DAUNTING WITH THE SMALL EXPERIENCE THE ENEMIES GIVE AND THE VERY LIMITED TIME YOU HAVE TO EXPLORE.



IN BATTLE, YOU CAN USE THE ABILITIES OF THE PERSONAS YOU HAVE WITH YOU. THEY HAVE THEIR ATTRIBUTES, STRENGTHS AND WEAKNESSES. KEEPING DIFFERENT TYPES OF PERSONAS DURING BATTLES WILL ALLOW YOU TO USE MULTIPLE ABILITIES. THERE ARE ALSO SPECIAL SKILLS KNOWN AS '**FUSION SPELLS**'. THESE ARE COMBINED POWERS OF YOUR EQUIPPED PERSONA WITH ANOTHER ONE IN YOUR INVENTORY. NOTE THAT **SOCIAL LINKS** PROVIDE A GREAT ROLE IN THE GROWTH OF PERSONAS SO MAKE SURE YOU TAKE THAT SERIOUSLY.

THE VELVET ROOM - FUSION 101



IN THE EARLY PARTS OF THE GAME, THE VELVET ROOM MAY SEEM LIKE AN ORDINARY, OUT-OF-THIS-WORLD PLACE THAT ONLY YOU CAN ENTER. BUT LATER, YOU WILL LEARN THAT THIS IS THE PLACE WHERE YOU CAN FUSE YOUR PERSONAS. YOU WILL NEED TO REVISIT THIS PLACE AS YOU PLAY TO GAIN ACCESS TO MORE POWERFUL ALLIES. BY DEFAULT YOU CAN JUST FUSE 2 OR 3 PERSONAS. LATER IN THE GAME, YOU WILL HAVE THE ABILITY TO FUSE 4 OR MORE PERSONAS. AS YOU COLLECT PERSONAS, IF WILL BE VERY HELPFUL TO FUSE THEM TO CREATE MORE POWERFUL ONES. YOU JUST NEED TO EXPERIMENT WITH THE COMBINATIONS. THE RESULTING PERSONA WILL BE DISPLAYED, INCLUDING THE STATS AND THE BONUS EXP.

SOCIAL LINKS DEFINES YOUR RELATIONSHIP WITH OTHER PEOPLE. NOTE THAT THESE ARE VERY IMPORTANT IN POWERING UP YOUR PERSONA AND WILL ALSO HELP IN UNLOCKING THE ABILITIES TO PRODUCE POWERFUL ONES. BY TALKING TO YOUR COLLEAGUES, MAKING NEW FRIENDS AND STUFF, YOU CAN INCREASE YOUR SOCIAL LINK RANK. THIS WILL ALSO AFFECT THE STRENGTH OF THE RESULTING PERSONA WHEN FUSING.



BONUS EXPERIENCE IS AWARDED WHEN YOU ARE FUSING PERSONAS WHOSE ARCANAS ARE UNLOCKED AND LEVELED UP ALREADY. AS MENTIONED IN THE 'SOCIAL LINK' SECTION ABOVE, **THE HIGHER THE LEVEL OF YOUR SL, THE HIGHER RANKED PERSONA WILL BE CREATED**. THIS APPLIES ONLY TO THE RESULTING PERSONA. SO IT IS POSSIBLE FOR IT TO LEVEL UP A FEW TIMES PAST ITS DEFAULT LEVEL AS INDICATED IN THE FUSION TABLE. THIS IS ACTUALLY GOOD SINCE AS YOUR PERSONA LEVELS UP, YOUR STATS INCREASE. THE 'COMMUNIC' ABOVE INDICATES YOUR SLINK LEVEL. SO, IF YOUR COMMUNIC LINK IS HIGHER, IT IS POSSIBLE TO GET A HIGHER LEVEL PERSONA AFTER THE FUSION. AND, YOU STILL GET THE STAT BONUSES **PER LEVEL** INCREASE. IT IS STILL POSSIBLE TO FUSE PERSONAS WHOSE ARCANAS HASN'T BEEN UNLOCKED YET; HOWEVER, THERE WILL BE NO EXPERIENCE BONUSES. THE HIGHLIGHTED ABILITY IS THE CARRIED OVER ABILITY FROM THE 'PARENT' PERSONAS.



ALSO NOTE THAT SOME SKILLS WON'T BE CARRIED OVER DUE TO THE **AFFINITY** OF THE PERSONAS. EXAMPLE, A LIGHT PERSONA CAN'T LEARN DARK SPELLS. OR A PHYSICAL-TYPE PERSONA CAN'T LEARN MAGICAL ATTACKS. **THE EQUIPPED PERSONA'S AFFINITY DEFINES YOUR CHARACTER'S ELEMENTAL STRENGTHS AND WEAKNESSES**. THE SKILLS YOU CAN USE IN BATTLE DEPEND ON THE EQUIPPED PERSONA AS WELL.

IN SOME POINT AFTER FUSING, THE RESULTING PERSONA MAY BE CARRYING A PIECE OF EQUIPMENT. JUST LEVEL THEM UP AND YOU WILL EARN THE ITEM. NOW IF YOU DO OVERWRITE THE PERSONA'S STATS ON THE COMPENDIUM WITH STATS FROM A DEFAULT PERSONA, THEN THE EQUIPMENT WILL BE GONE, UNLESS YOU ACQUIRED IT BEFORE OVERWRITING.

SIDEQUESTS: ELIZABETH'S REQUESTS



LATER IN THE GAME, ELIZABETH (IGOR'S ASSISTANT INSIDE THE VELVET ROOM) WILL CALL YOU. THIS WILL TRIGGER THE EVENT WHERE YOU CAN NOW ACCEPT SIDEQUESTS FROM HER. THERE WILL BE REWARDS FOR DOING THIS SO MAKE GOOD USE OF IT.

SOME REQUESTS HAVE DUE DATES OR TECHNICALLY, DEADLINES. YOU'LL NEED TO COMPLETE THESE QUESTS BEFORE THE DUE DATE ENDS. IF NOT, YOU WILL FAIL THE REQUEST AND WON'T GET ANY REWARDS FROM IT. **ANOTHER BAD THING ABOUT FAILING A REQUEST IS THAT YOU WON'T BE ABLE TO UNLOCK NEW REQUESTS, ESPECIALLY THOSE THAT REQUIRE YOU TO COMPLETE THE PREVIOUS ONE FIRST**. FOR THOSE THAT DON'T HAVE ANY DUE DATES, YOU CAN COMPLETE IT WHENEVER YOU LIKE. BUT TRY NOT TO TAKE TOO LONG OR THE REWARD MAY BE USELESS TO YOU OR YOU WON'T BE ABLE TO UNLOCK NEW REQUESTS.

EQUIPMENTS



JUST A QUICK RUNDOWN IN THIS SECTION, SINCE YOU SHOULD ALREADY KNOW THAT YOU NEED TO UPGRADE YOUR EQUIPMENT TO WIN BATTLES. IRONICALLY, YOU CAN BUY EQUIPMENT FROM THE *POLICE STATION* INSIDE THE PAULOWNIA MALL. RARER AND MORE POWERFUL WEAPONS CAN ALSO BE ACQUIRED THROUGH SHUFFLE CARDS AFTER EVERY BATTLE. YOU CAN ALSO GIVE EQUIPMENT TO YOUR TEAMMATES AND KEEP THE OLD ONES. ***YOU CAN SELL THESE FOR PROFIT SINCE YOU CAN RUN OUT OF SPACE.*** WHICH CAN BE BAD IF YOU SHOULD RECEIVE SOMETHING FROM ELIZABETH.

COMBAT TRAINING

IN THIS SECTION, I WILL COVER THE BASICS OF COMBAT. KNOWING HOW THE BATTLE SYSTEM OF THE GAME WILL GIVE YOU THE EDGE AGAINST ENEMIES AND COME UP WITH EFFECTIVE SOLUTIONS IN ANY SITUATION YOU ENCOUNTER IN BATTLE.

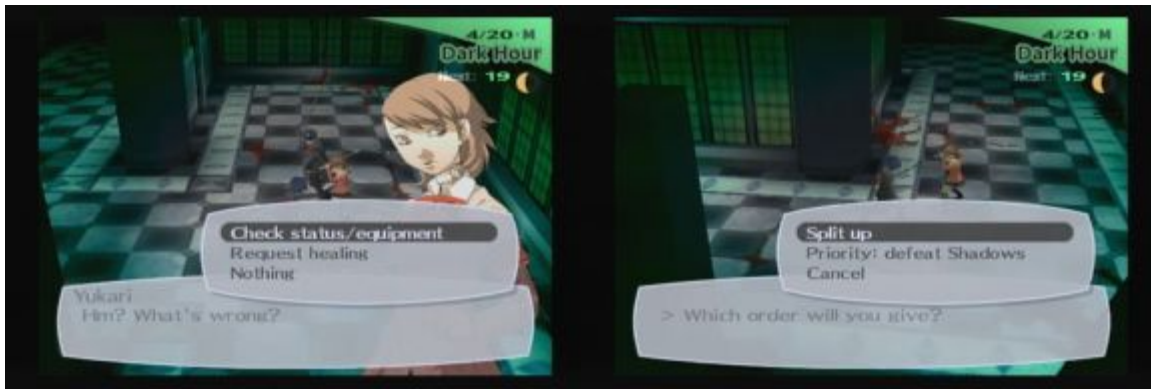
ENTERING BATTLES

YOUR ENEMIES IN THIS GAME ARE SHADOWS. THEY ARE LOCATED ONLY INSIDE THE *TARTARUS* - THIS IS YOUR SCHOOL DURING THE DARK HOUR. IT IS A LABYRINTH ITSELF. ***ITS LAYOUT INSIDE CHANGES EVERYDAY, SO IT IS IMPOSSIBLE TO MAP IT.*** YOU WILL NEED TO EXPLORE EACH FLOORS YOU HAVE ALREADY VISITED BEFORE AS IF IT IS A NEW AREA.



SHADOWS WILL BE SHOWN AS ORANGE DOTS IN YOUR RADAR. IF YOU HAVE VISUAL ON THEM, YOU CAN SNEAK BEHIND AND HIT THEM WITH YOUR BLADE. THIS MAY GIVE YOU THE *INITIATIVE* IN THE BATTLE OR THE GAME CALLS, *PLAYER ADVANTAGE*. YOUR PARTY WILL GET ONE FULL TURN. THE OPPOSITE THING CAN HAPPEN TO YOU IF THE SHADOW RUSHES AND HITS YOU FIRST. AVOID ENTERING A BATTLE WITH AN *ENEMY ADVANTAGE* SINCE IT ALWAYS MEANS TROUBLE. NOTE ALSO THAT SHADOWS CAN'T ALWAYS CHASE YOU AROUND; THEY HAVE A VERY LIMITED RANGE. THIS MEANS YOU CAN LURE A SHADOW, AND RUN AWAY FROM IT UNTIL IT STOPS. NOW YOU WILL HAVE A SURE, CLEAN SHOT (KEEP YOUR DISTANCE THOUGH).

YOUR TEAM



YOUR EXPLORING PARTY CAN HAVE UP TO 4 MEMBERS, INCLUDING YOU. YOU CAN'T ACCESS THEIR STATUS AND EQUIPMENT MENU UNLESS YOU TALK TO THEM PERSONALLY. YOU CAN'T DIRECTLY CONTROL YOUR TEAMMATES SINCE THEY ARE AI-CONTROLLED. HOWEVER, YOU CAN ISSUE SPECIFIC COMMANDS TO THEM LIKE PROVIDING HEALING/SUPPORT OR TARGETING AND ATTACKING A SPECIFIC ENEMY.

IF YOU HAVE A TEAMMATE THAT HAS HEALING ABILITIES, MAKE GOOD USE OF THEM. FOR YOUR STARTING PARTY, YUKARI IS THE HEALER. TALK TO HER TO HEAL THE ENTIRE PARTY. YOU CAN ISSUE COMMANDS TO YOUR WHOLE PARTY LIKE SPLITTING UP AND INDIVIDUALLY EXPLORING THE AREA. BUT IF THEIR LEVELS ARE LOW, THEY CAN EASILY FALL VICTIM FROM ENEMY SHADOWS.

ACTUAL BATTLES



THE BATTLES ARE TURN-BASED AND SEMI-ACTIVE. AS DISCUSSED ABOVE, THEY ACT INDIVIDUALLY. THE BATTLE MENU IS SELF-EXPLANATORY. PERSONA ATTACKS ARE ALREADY MENTIONED IN THE PERSONA SECTION ABOVE. YOU SHOULD ALSO KNOW ABOUT THE TWO TYPES OF ATTACKS. SWORDS AND DAGGERS DEAL '**SLASH**' DAMAGE, AXE AND GLOVES DEAL '**STRIKE**' DAMAGE WHILE BOWS, SPEARS AND GUNS DEAL '**PIERCING**' DAMAGE. LIKE AFFINITIES, SOME ENEMIES ARE WEAK TO ANY OF THOSE TWO ATTACK TYPES. OBVIOUSLY, WINGED ENEMIES ARE WEAK VS. PIERCING ATTACKS.

EXPLOIT THE ENEMY'S WEAKNESS BY **ANALYZING** THEM. MITSURU WILL PROVIDE THE RESULTS AFTER A FULL TURN. ATTACKING AN ENEMY USING A PERSONA SKILL THEY ARE WEAK AGAINST WILL DEAL MORE DAMAGE AND **DOWN** THEM. DOWNING AN ENEMY WILL GIVE YOU **1 MORE!** ACTION. THIS IS AN ADDITIONAL TURN FOR YOUR CHARACTER. **AS LONG AS YOU KEEP DOWNING THE ENEMIES, YOU CAN LINK SEVERAL ATTACKS IN A SINGLE TURN.** REMEMBER THAT THE SAME THING CAN HAPPEN TO YOUR TEAM, ESPECIALLY IF YOU GUYS MISS YOUR ATTACKS AND FALL ON THE FLOOR. WHEN THAT HAPPENS, YOU CAN'T ACT UNTIL THE NEXT TURN. IF THE ENEMIES DO ATTACK YOU WITH THE SPELL YOU ARE WEAK AGAINST, THEY WILL GET AN ADDITIONAL ACTION, JUST LIKE WHAT IS DISCUSSED ABOVE.

ALL-OUT ATTACK/ RUSHING THE BATTLE



WHEN YOU DOWN ALL ENEMIES, YOU WILL HAVE THE CHANCE TO DO AN **ALL-OUT ATTACK**. IT'S LIKE A MINI-ROYAL RUMBLE THAT DAMAGES ALL ENEMIES. THIS CAN BE DONE ALSO TO A LONE ENEMY, AS LONG AS YOU DOWN IT. THE **RUSH** COMMAND IS LIKE AN 'AUTO' COMMAND. AS LONG AS YOU ARE HOLDING IT, YOUR CHARACTERS WILL CONTINUE ATTACKING THE ENEMY.

STATUS EFFECTS/ FATIGUE AND CONDITIONS



THE EFFECTS OF THE STATUS EFFECTS DEPEND ON THE TYPE INFLECTED TO YOUR TEAM. NEGATIVE EFFECTS SUCH AS BEING FROZEN WILL PREVENT THE AFFECTED CHARACTER FROM ACTING. HEAL THIS WITH PERSONA SKILLS OR ITEMS. **CONDITION** DETERMINES THE OVERALL HEALTH OF THE CHARACTERS. A YELLOW SMILEY MEANS THAT YOU'RE IN TOP SHAPE. GOING OUT IN THIS CONDITIONS MEANS YOU WILL DO BETTER IN BATTLE AND WILL NOT GET TIRED EASILY. A NORMAL SMILEY INDICATES YOU ARE IN GOOD CONDITION OR AVERAGE WHILE A SADDEY INDICATES THAT THE CHARACTER IS TIRED. A TIRED CHARACTER CAN'T DEAL THAT MUCH DAMAGE COMPARED IN HIS/HER TOP SHAPE. ALSO, THEY RECEIVE MORE DAMAGE WHEN ATTACKED AND TENDS TO MISS ATTACKS AND DOWN EASILY. NORMALLY, ONE TIRED CHARACTER IS MANAGEABLE. BUT IF YOU HAVE TWO, JUST FIND THE ESCAPE PORTAL IMMEDIATELY AND LEAVE THE PLACE.

YOU CAN MAKE YOUR CONDITIONS BETTER BY USING THE BATHROOMS, TALKING TO THE NERDY NURSE IN YOUR SCHOOL (50-50% CHANCE OF GETTING BETTER, STAYING NORMAL OR WORSE) YOUR CONDITION CAN BE GREATLY ENHANCED IF YOU RECEIVE A LUCKY FORTUNE ABOUT YOUR HEALTH FROM THE TEMPLE.

BOSSSES AND RARE SHADOWS



IN SOME CASES, YOU'LL ENCOUNTER A RARE SHADOW. THE TRICKY PART IS, YOU NEED TO DEFEAT IT BEFORE IT ESCAPES. NORMALLY, THESE RARE SHADOWS HAVE VERY HIGH DEFENSE THAT YOU CAN ONLY DEAL SINGLE DIGIT DAMAGES TO THEM. FINDING THEIR WEAKNESS CAN BE TOUGH SINCE ANALYZING THEM WILL ONLY SHOW THE BASIC STATS. YOU JUST NEED TO EXPERIMENT WITH YOUR SPELLS AND HOPE THAT ONE OF YOUR TEAMMATE'S ATTACKS CAN EXPLOIT ITS WEAKNESSES.

BOSSSES HOWEVER ARE DIFFERENT. YOU WILL ABSOLUTELY HAVE NO IDEA OF THEIR STATS SO YOU WILL NEED TO TRUST YOUR JUDGEMENT ONCE AGAIN. THEY ARE USUALLY LOCATED IN THOSE TERMINAL FLOORS.

REWARDS CARDS



OCCASIONALLY AFTER BATTLE, THERE WILL BE REWARD CARDS THAT WILL BE SHUFFLED BEFORE YOUR EYES. THERE ARE DIFFERENT REWARDS, RANGING FROM ADDITIONAL CASH, ITEMS, BONUS EXPERIENCE, HP RECOVERY AND BEST OF ALL, A NEW PERSONA. IF YOU CHOOSE A PERSONA CARD AND YOU ALREADY HAVE THAT PERSONA IN YOUR LIST, THE CARD WILL DISAPPEAR. SO IF YOU ALREADY HAVE THAT PERSONA, CHOOSE ANOTHER CARD INSTEAD.

- END OF BASICS -

TIME NEVER WAITS.

*IT DELIVERS ALL EQUALLY TO
THE SAME END.*

*YOU, WHO WISH TO SAFEGUARD
THE FUTURE, HOWEVER LIMITED IT
MAY BE...*

*YOU WILL BE GIVEN ONE YEAR;
GO FORTH WITHOUT FALTER*

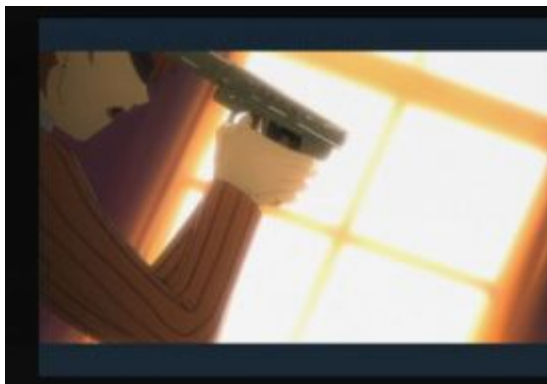
*WITH YOUR HEART AS YOUR
GUIDE...*



WALKTHROUGH

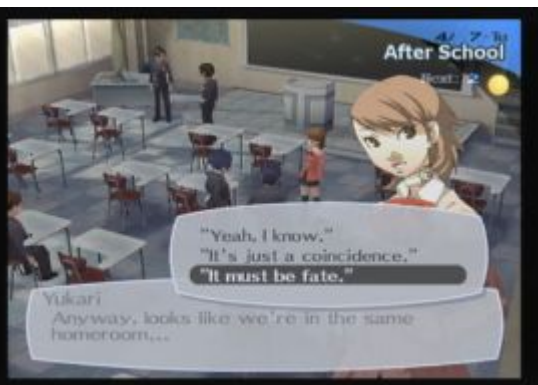
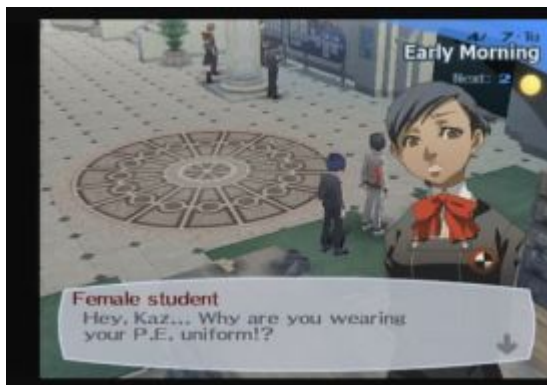
NOTE: THE GAME WILL PROGRESS BASED ON YOUR DECISIONS AND YOUR ACTIONS. HENCE, WHAT YOU'LL EXPERIENCE IN YOUR GAMEPLAY MAY BE A BIT DIFFERENT FROM WHAT IS INCLUDED IN THIS GUIDE. TO MAKE IT MORE EASIER, ENTRIES PER DAY WILL BE IN JOURNAL-LIKE FORMAT, DIVIDED TO SEPARATE PARTS OF THE DAY. I WILL LOG HERE THE EVENTS AND STUFF I DID IN MY PLAYTHROUGH. BLANK ENTRIES/ UNMENTIONED THE PARTS OF THE DAY ARE THOSE SKIPPED AUTOMATICALLY. YOU WILL NOT BE PROMPTED TO SAVE SO I SUGGEST YOU DO SO WHENEVER YOU HAVE THE CHANCE. JUST EXAMINE THE LOGBOOK IN THE FRONT DESK OF THE DORM OR THE CLOCK IN THE ENTRANCE OF TARTARUS.

PRELUDE



WATCH THE VERY GOOD ANIME CUTSCENE AT THE START OF THE GAME. YOU WILL THEN FIND YOURSELF INSIDE THE DORM. JUST FOLLOW THE NORMAL COURSE OF THE STORY. MEET YOUR NEW FRIENDS AND THE NEXT THING THAT YOU'LL KNOW IS THAT IT IS MORNING ALREADY.

4/7 Tue



EARLY MORNING MORNING

- JUST THE NORMAL EARLY MORNING CHATTER
- NEEDED TO FIND THE FACULTY ROOM. EXPLORED THE AREA A BIT, BOUGHT SOME ITEMS AS WELL. TALKED TO SOME STUDENTS IN SCHOOL; DAY STARTED AFTER TALKING TO THE CLASS ADVISER. YUKO, KAZ AND KENJI WILL BE IN THE LOBBY. BEBE WILL BE IN FRONT OF THE FACULTY ROOM.

AFTER SCHOOL

- MET A NEW FRIEND, JUNPEI. DISCOVERED ALSO THAT YUKARI IS A CLASSMATE. GUYS WERE JUST INTRIGUED WITH YOU HANGING AROUND WITH ONE OF THE MOST POPULAR GIRLS IN SCHOOL, INCLUDING JUNPEI THE NEW GUY.

EVENING LATE NIGHT DARK HOUR

- AKIHIKO WENT OUTSIDE FOR SOME 'TRAINING'.
- SCENE
- ANOTHER SCENE. JUST WATCH THROUGH IT.

4/8 Wed

EARLY MORNING
AFTERNOON

AFTERSCHOOL

EVENING

LATE NIGHT

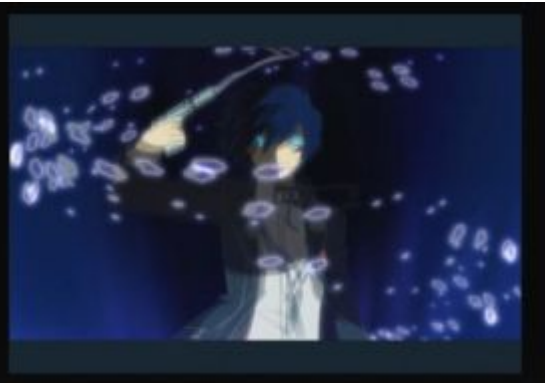
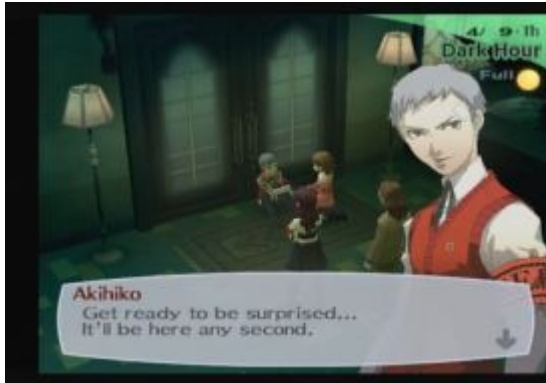
DARK HOUR

- OVERHEAR CONVERSATION
- DURING THE LECTURE, ANSWERED CORRECTLY (ITSUBO KUBOTA) AND CHARM HAS INCREASED
- YOU'LL BE WALKING IN THE STRIP MALL. YOU'LL CATCH A GLIMPSE OF THE OLD COUPLE BUNCHIKI AND MITSUKO AND THE JOGGING MAMORU.
- THE SCHOOL CHAIRMAN HAS DROPPED BY THE DORM. AFTER SOME CONVERSATION, YOU WILL SLEEP EARLY.
- SEEMS LIKE THAT THIS IS NOT AN ORDINARY DORM. CHARACTER IS BEING MONITORED IN A HIGHLY SOPHISTICATED CONTROL ROOM. A SCENE WILL TAKE PLACE.
- TRANSPORTED TO A STRANGE ROOM WITH A CREEPY OLD MAN AND A WEIRD LADY. AFTER SOME INTRODUCTIONS, CHARACTER RECEIVED **VELVET KEY**. IGOR REMINDED TO DROP BY AGAIN. MORE SCENES WITH SHUJI, MITSURU AND YUKARI. DAY ENDS...



4/9 Thu

Full Moon



EARLY MORNING

MORNING

AFTERSCHOOL

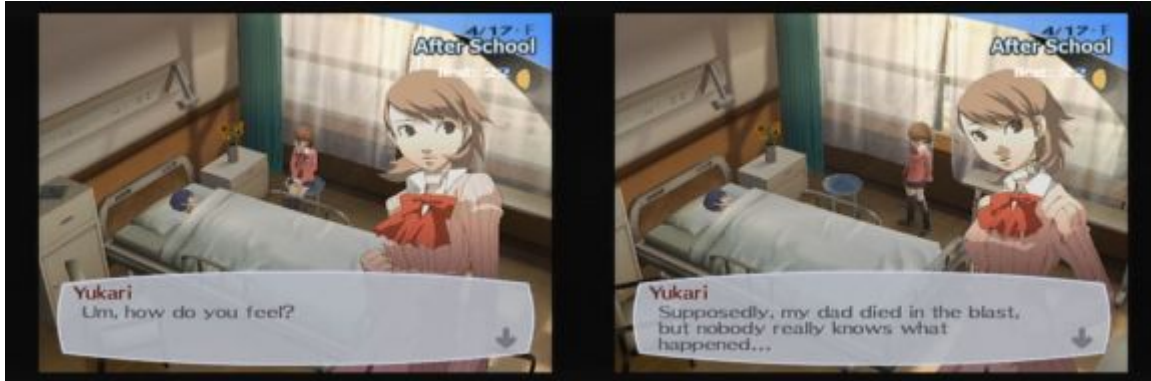
DARK HOUR

- MET JUNPEI ALONG THE WAY. HAD A SHORT CONVERSATION BEFORE THE FIRST BELL RANG.
- DURING THE MR. EKODA'S CLASS, FELT SLEEPY. NEEDED TO CHOOSE TO EITHER STAY AWAKE OR DOZE OFF. STAYING AWAKE WILL INCREASE ACADEMICS WHILE DOZING OFF WILL LET YOU REST AND IMPROVE OVERALL CONDITION.
- YOU'LL BE WALKING HOME WITH JUNPEI PAST STATION. CATCH A GLIMPSE OF CHIHIRO.
- WHILE BEING OBSERVED, AKIHIKO WILL CALL IN AND IS BEING CHASED BY SOMETHING. BY THE LOOKS OF IT, IT SEEMS THAT HE CAN'T HANDLE IT ON HIS OWN. YUKARI WILL WAKE YOU UP AND YOU WILL RECEIVE A SHORT SWORD DURING THIS SEQUENCE. DUE TO THE CIRCUMSTANCES, YOU HAVE NO CHOICE BUT TO GO UPSTAIRS. A FEW SCENES LATER, YOU WILL FIND YOURSELF AND YUKARI TRAPPED IN THE TOP FLOOR.

AFTER BEING CORNERED, YOUR ABILITY AWAKENS. YOU WILL BE THROWN INTO A BATTLE. AFTER THAT, YOU WILL RECEIVE YOUR VERY FIRST PERSONA IN THE PROCESS, **ORPHEUS**. YOU WILL ALSO HAVE YOUR VERY FIRST BATTLE. JUST ATTACK NORMALLY AND LEARN THE CONTROLS. YOU AND YOUR PERSONA WILL LEVEL UP.

YOU WILL ALSO BE TRANSPORTED BACK INTO THE VELVET ROOM. HERE, YOU WILL LEARN MORE ABOUT **SOCIAL LINKS**.

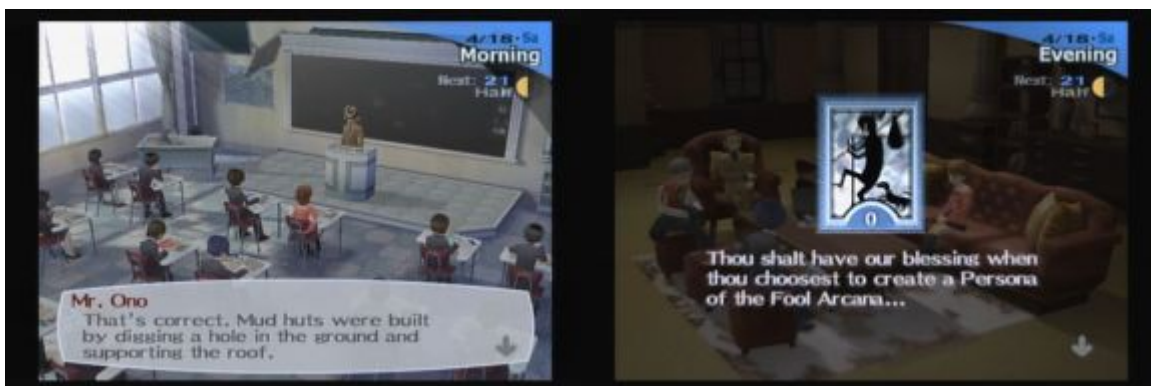
4/17 Fri



AFTER SCHOOL - YOU WILL FIND YOURSELF IN THE HOSPITAL. IT HAS ALREADY BEEN SEVERAL DAYS SINCE THE INCIDENT AND YOU ARE JUST SLEEPING. IN ANY CASE, JUST READ THROUGH THE CONVERSATION WITH YUKARI AND THE GAME WILL PROCEED AUTOMATICALLY.

4/18 Sat

EARLY MORNING - CONVERSATION WITH YUKARI
MORNING - HISTORY CLASS WITH MR. ONO. CHOOSE 1ST ANSWER (**MUD HUTS**). GET + CHARM.
AFTER SCHOOL - YOU WILL WALK HOME ALONE PAST THE MALL.
EVENING - SAVE YOUR GAME, THEN DIRECTLY TO THE 4TH FLOOR. (BUY A **MAD BULL** DRINK AND 20 **CIELO MISTS** FROM ONE OF THE VENDING MACHINES; THIS WILL BE USED LATER FOR UNLOCKING AN ARCANA AND COMPLETING A SIDEQUEST) LEARN MORE ABOUT THE STRANGE STUFF HAPPENING. YOU WILL JOIN THE MEETING AND WILL BE GIVEN THE CHOICE TO JOIN THE TEAM. YOU WILL GAIN THE POWER OF THE **FOOL** ARCANA.
DARK HOUR - CONVERSATION WITH THE WEIRD KID.



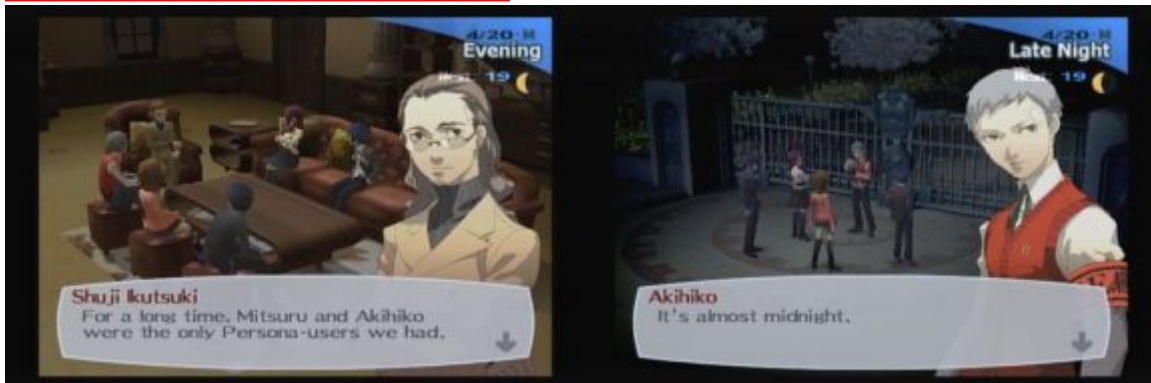
4/19 Sun



EVENING

- NO SCHOOL. WHEN NIGHT COMES, AN UNEXPECTED VISITOR ARRIVES. HE WILL BE STAYING IN THE DORM AS WELL. COINCIDENTALLY, HE TOO HAS AWAKENED HIS OWN PERSONA. OTHER THAN THAT, EVERYTHING IS UNEVENTFUL.

4/20 Mon



EARLY MORNING LUNCHTIME AFTER SCHOOL EVENING

- THE USUAL MORNING GOSSIP.
- MITSURU WILL VISIT YOUR CLASS. SHORT CONVERSATION.
- YOU'LL WALK HOME WITH JUNPEI.
- EVENING COMES AND THE MEETING STARTS. AFTER JUNPEI'S CONFIRMATION OF JOINING, YOU WILL LEARN MORE ABOUT WHAT THEY PLAN TO DO.

LATE NIGHT DARK HOUR

- SCENE.
- YOU WILL VISIT THE TARTARUS FOR THE FIRST TIME. READ THROUGH THE SCENES. SAVE USING THE CLOCK FOUND IN THE ENTRANCE. THE DOOR THERE LEADS BACK TO THE VELVET ROOM. YOU MAY VISIT IT FOR ADDITIONAL INFORMATION. YOU'LL AUTOMATICALLY ENTER THE ROOM ON YOUR FIRST VISIT TO THE TARTARUS.

TARTARUS

NOW, YOU WILL HAVE THE CHANCE TO EXPLORE THE TARTARUS. IT IS A LABYRINTH ITSELF AND IT CHANGES ITS LAYOUT EVERYDAY, SO CREATING A MAP FOR IT WILL PRACTICALLY BE USELESS. FOR THIS DAY, YOU WILL ONLY NEED TO EXPLORE THE WHOLE 2F. ENEMIES RESPAWN IN THE AREA SO BE CAREFUL. YOUR OBJECTIVE FOR THIS MISSION IS TO EXPLORE THE AREA AND FIND THE TRANSPORTER IN THE FLOOR. SAVE BY THE WALL CLOCK LOCATED JUST PAST THE VELVET ROOM'S ENTRANCE.

NOTE: IN EVERY VISIT TO THE TARTARUS, MAKE IT YOUR PERSONAL OBJECTIVE TO REACH THE TERMINALS. THIS WILL BE YOUR CHECKPOINTS SO THAT YOU DON'T NEED TO START FROM THE BOTTOM FLOOR.





FOLLOW THROUGH THE BATTLE TUTORIALS AND GET A HOLD OF A PARTY BATTLE. REMEMBER THAT YOUR TEAMMATES WILL ACT FREELY BY DEFAULT. YOU CAN ORDER THEM AROUND IF YOU WANT. JUST EXPLORE THE AREA NORMALLY, DEFEAT A GOOD NUMBER OF ENEMIES. MITSURU WILL PROVIDE BACKUP AND INTEL FROM THE ENTRANCE. FIND THE PORTAL AND EXIT THE PLACE WHEN READY. THIS IS A GOOD TIME TO OBTAIN THE PIXIE AND APSARAS PERSONAS. BEFORE YOU EXIT THE TARTARUS AND AFTER THE CONVERSATION WITH YOUR TEAM, YOUR SOCIAL LINK WITH THEM WILL INCREASE BY 1 LEVEL. YOU CAN NOW ALSO ENTER THE VELVET ROOM TO FUSE PERSONAS. MAKE SURE YOU READ THE BASICS AS WELL. ONCE READY, RETURN TO THE DORM

TIP: MAKE IT A HABIT TO ANALYZE ENEMIES WHEN YOU FIRST MEET THEM. HAVE THE ADVANTAGE IN BATTLE BY EXPLOITING THEIR WEAKNESSES!

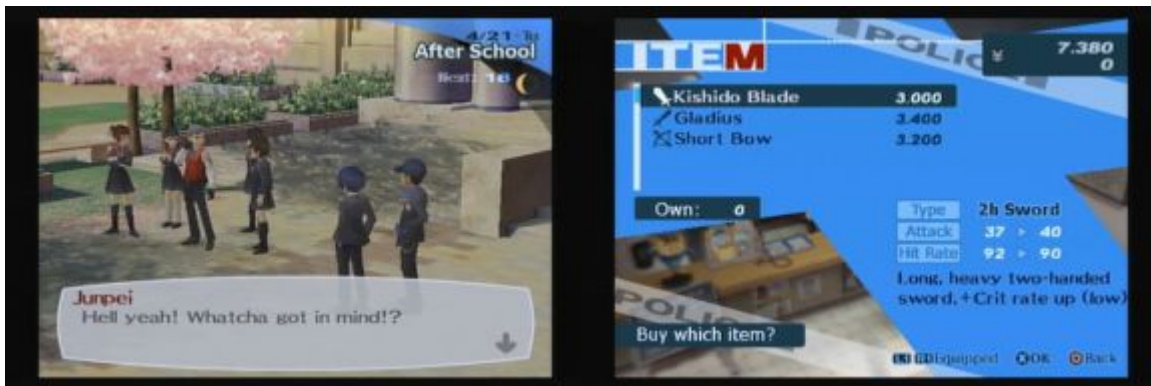
4/21 Tue

EARLY MORNING
MORNING
AFTERNOON

- CONVERSATION WITH KENJI TOMOCHIKA
- ATTEND THE MORNING ASSEMBLY.

AFTER SCHOOL

- YOU WILL FEEL SLEEPY BECAUSE OF THE EXPLORATION OF THE TARTARUS. YOU WILL HAVE THE CHANCE TO RECOVER BY DOZING OFF OR INCREASE YOUR ACADEMICS BY STAYING AWAKE, BUT FURTHER TIRING YOURSELF. MAKE A SELECTION.
- NOW YOU WILL HAVE SOME FREE TIME TO EXPLORE THE WORLD AND THE SCHOOL. TRY TALKING TO AS MUCH PEOPLE AS POSSIBLE AND GET FAMILIAR WITH ALL PARTS OF THE SCHOOL. EXIT AND YOU WILL HAVE A SCENE WITH AKIHIKO SEMPAI. YOU WILL NEED TO MEET HIM BY THE POLICE STATION IN PAULOWNIA MALL.



PROCEED THERE. ENTER THE POLICE STATION IMMEDIATELY SINCE YOU CAN'T CHECK OUT ANY SHOP WITHOUT GOING THERE FIRST. IN THE POLICE STATION, AFTER A SHORT CHAT, YOU WILL NOW HAVE THE CHANCE TO PURCHASE EQUIPMENT. AKIHIKO WILL GIVE YOU ¥5000 GRAB WHAT YOU CAN AFFORD AND LEAVE THE AREA.

NOW YOU CAN CHECK OUT ALL THE PLACES. REMEMBER THAT ENTERING SOME PLACES THAT CAN AFFECT ANY OF YOUR ATTRIBUTES (CHARM, COURAGE AND ACADEMICS) MAY SPEND YOUR TIME QUICKLY THAT YOU'LL BE IN THE PART OF THE DAY (E.G EVENING) ONCE YOU GET OUT. THERE ARE ALSO SOME OTHER ESTABLISHMENT THAT OPENS AT NIGHT ONLY.

EVENING

- YOU CAN NOW GO OUT AT NIGHT. HOWEVER, THE ONLY OPEN PLACE WOULD BE THE MALL. INSIDE IT, THE PHARMACY, VIDEOKE AND CLUB ARE THE ONLY ONES YOU CAN VISIT. THERE WILL BE ALSO AN ALTERNATE DOOR LEADING TO THE VELVET ROOM, IN THE EXIT BENEATH THE VIDEOKE BAR. BACK IN THE DORM, SAVE, AND CHECK YOUR STATUS AND EITHER DECIDE TO EXPLORE THE TARTARUS OR GO BACK TO YOUR ROOM.

ALTERNATIVELY, YOU CAN ALSO TALK TO MITSURU AND EXPLORE TARTARUS. THE DECISION IS YOURS.

LATE NIGHT -

- YOU CAN DECIDE WHETHER YOU WANT TO STUDY BEFORE SLEEPING OR SLEEP EARLIER. CHOOSING THE FIRST WILL INCREASE YOUR ACADEMICS BUT WILL TIRE YOU MORE.

4/22 Wed

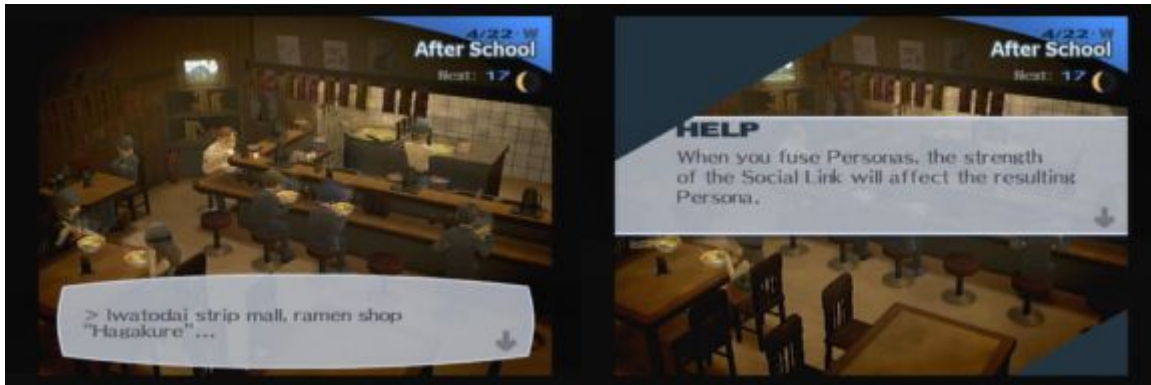
EARLY MORNING AFTER SCHOOL

- CONVERSATION WITH KENJI

- KENJI WILL ASK YOU TO EAT RAMEN AFTER SCHOOL. HE WILL INVITE YOU TO EAT RAMEN WITH HIM AFTER SCHOOL. THIS WILL UNLOCK THE **MAGICIAN ARCANA**.

EVENING

- CHECK STATUS. VISITING THE TARTARUS TONIGHT WILL DEPEND ON EVERYBODY'S HEALTH. SAVE, SLEEP OR STUDY.



4/23 Thu



EARLY MORNING

- HEAR THE GOSSIP ABOUT THE SCHOOL'S ATHLETIC TEAMS. THEY ARE OPEN FOR NEW MEMBERS. YOU MAY CONSIDER JOINING WITH ONE SOON.

AFTER SCHOOL

- YOU CAN EITHER JOIN ONE ATHLETIC TEAM OF YOUR CHOICE (KENDO, SWIMMING AND TRACK 'N FIELD) AND GAIN THE **CHARIOT ARCANA** (IT DOESN'T MATTER WHICH TEAM YOU'LL CHOOSE) OR YOU CAN ALSO TALK TO KENJI INSIDE YOUR HOMEROOM TO HANG OUT WITH HIM AFTER SCHOOL.

IMPORTANT NOTE: OFFERING DONATIONS, READING YOUR FORTUNE OR PRAYING AT THE SHRINE WILL AUTOMATICALLY LEAD TO EVENING.



FOR THE ATHLETIC CLUBS, YOU CAN ONLY JOIN EITHER THE TRACK AND FIELD, SWIMMING AND KENDO TEAMS. HOWEVER, NO MATTER WHICH TEAM YOU CHOOSE, YOU WILL ALWAYS GET THE **CHARIOT ARCANA**. ALSO, NO MATTER WHAT TEAM YOU JOIN, YUKO WILL ALWAYS BE THE MANAGER WHILE KAZUSHI WILL ALWAYS BE THE LEADING ATHLETE. SOMETIMES, YOU WILL ALSO FIND YUKO NEAR THE SCHOOL ENTRANCE AFTER PRACTICE. YOU WILL HAVE THE OPTION TO TALK TO HER AND THEN WALK HOME WITH HER. YOU MAY NEED TO INCREASE YOUR COURAGE FIRST BEFORE SHE GIVES IN.

TIP: BEFORE TALKING TO A FRIEND YOU WANT TO GO OUT WITH, ITS BETTER TO HAVE A PERSONA THAT MATCHES THEIR ARCANA. FOR EXAMPLE, BEFORE TALKING TO KENJI, YOU CAN BRING IN A NEKOMATA WITH YOU. THAT WAY, YOUR SOCIAL LINKS WILL TEND TO LEVEL UP FASTER.

EVENING

LATE NIGHT

DARK HOUR

- SAVE, CHECK EVERYBODY'S STATUS AND TALK TO MITSURU TO HEAD OUT TO THE TARTARUS. YOUR CHOICE.
- STUDY OR SLEEP EARLY. (SKIP THIS PART WHEN GOING TO THE TARTARUS)
- EXPLORE TARTARUS. (SKIP THIS PART WHEN YOU DECIDED TO STAY HOME.)

4/24 Fri

EARLY MORNING

LUNCHTIME

AFTER SCHOOL

- OVERHEAR CONVERSATION ABOUT THE NEW PUNCHING GAME IN THE ARCADE. IT SAYS IT WILL INCREASE YOUR STRENGTH. THE GAMES IN THE ARCADE ALSO DEPEND ON WHAT DAY OF THE WEEK.
- CONVERSATION WITH KENJI AND KAZ. YOU MAY ACCOMPANY EITHER OF THEM AFTER THE CLASS ENDS.
- YOU WILL HAVE AN OPTION TO EITHER TALK TO KENJI (CHOOSING THE CORRECT RESPONSE IN YOUR CONVERSATIONS LATER ON WILL FURTHER INCREASE THE RANK FOR THE MAGICIAN ARCANA) OR TALK TO KAZ TO INCREASE THE RANK OF THE CHARIOT ARCANA

TIP: IF YOU HAD YOUR SLINK WITH KENJI LEVELED AT 4, HE WILL THEN GIVE YOU A HINT ABOUT THE SO-CALLED 'GOURMET KING'. THIS IS ACTUALLY A NEW PERSON YOU CAN MAKE FRIENDS WITH BUT YOU NEED TO HAVE YOUR CHARM TO BE **UNPOLISHED** AT LEAST. (LV2)

EVENING

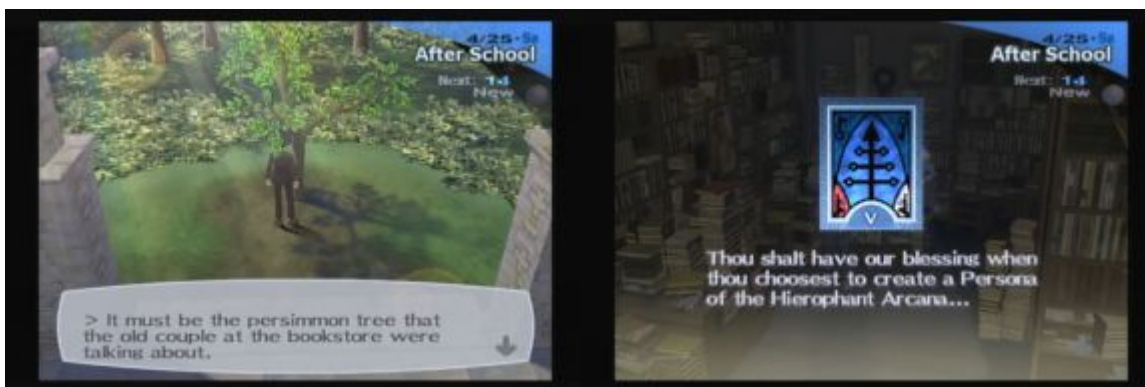
- VISITING TARTARUS TONIGHT WILL ENTIRELY DEPEND ON THE STATUS OF YOUR CHARACTERS. IF ANY OF YOU ARE NOT WELL, SLEEP/ STUDY FOR THE NIGHT.

4/25 Sat

EARLY MORNING - OVERHEAR A CONVERSATION ABOUT THE USED BOOKS STORE IN IWATODAI STRIP MALL.



AFTER SCHOOL - HEAD TO IWATODAI AND HEAD SOUTH TO FIND THE STRIP MALL. FIND **BOOKWORMS**, THE USED BOOKS STORE YOU HEARD JUST THIS MORNING. TALK TO THE OLD COUPLE INSIDE. YOU WILL THEN GET A HINT ABOUT THE PERSIMMON TREE INSIDE THE SCHOOL. IF YOU HAVE MANAGED TO EXPLORE THE SCHOOL, YOU SHOULD'VE COME ACROSS TO THIS TREE ALREADY. IF NOT, IT IS LOCATED IN THE YARD, JUST BEFORE THE ATHLETIC ROOMS.

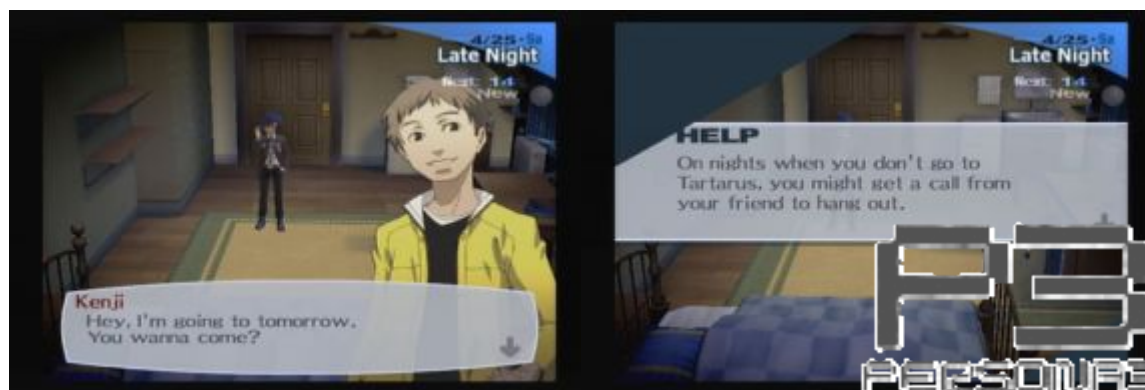


MAKE YOUR WAY BACK TO THE SCHOOL AND EXAMINE THE PERSIMMON TREE. YOU WILL GET THE **PERSIMMON LEAF** FROM IT. IF YOU CAN STILL CAN, BRING THE LEAF TO THEM AND YOU WILL UNLOCK A NEW SOCIAL LINK FOR THE HIEROPHAT ARCANA. FROM NOW ON, YOU CAN JUST VISIT THEM WHEN YOU HAVE THE CHANCE TO LEVEL UP YOUR SOCIAL LINK WITH THEM.

EVENING

LATE NIGHT

- CHECK EVERYBODY'S STATUS AND VISIT THE TARTARUS IF YOU WANT.
- IF YOU DECIDE NOT TO EXPLORE THAT TARTARUS, A FRIEND WILL CALL YOU. IN THIS CASE, KENJI CALLED AND OFFERED TO HANGOUT TOMORROW.



4/26 Sun

DAYTIME

- IF YOU DECIDE TO HANGOUT WITH KENJI, THEN YOUR WHOLE DAY WILL BE TAKEN. YOU WILL HAVE THE CHANCE HOWEVER, TO FURTHER INCREASE THE MAGICIAN SOCIAL LINK WITH HIM WITH PROPER ANSWERS DURING YOUR CONVERSATIONS.

EVENING

- YOU MAY WANT TO VISIT THE TARTARUS DURING THIS TIME. OTHERWISE, GO BACK TO YOUR ROOM, STUDY OR SLEEP.

4/27 Mon

EARLY MORNING

- EARLY MORNING CONVERSATION AS USUAL. ATTEND THE MORNING ASSEMBLY.

LUNCHTIME

- MITSURU WILL ARRIVE IN THE ROOM. SHE WILL THEN TALK TO YOU ABOUT A "SPECIAL REQUEST"

AFTERNOON

- ANOTHER LECTURE. ANSWER THE QUESTION CORRECTLY TO INCREASE YOUR CHARM.

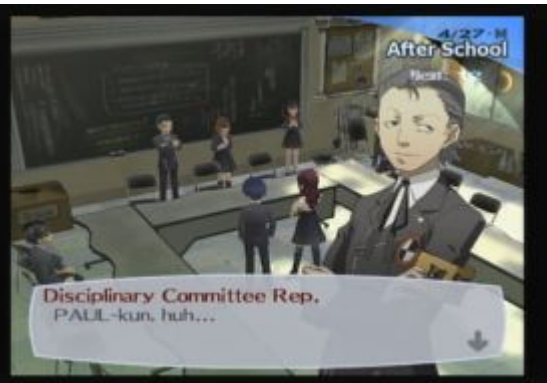
Q: WHEN ARE THE NUMBERS INVENTED?

A: 6,000 YEARS AGO (BY THE SUMERIANS)

AFTER SCHOOL

- ACCEPT MITSURU'S REQUEST IF YOU WANT.. WITH THIS OFFER, YOU WILL HAVE THE CHANCE TO UNLOCK ANOTHER SOCIAL LINK. BUT GO TO THE FACULTY AREA FIRST IN THE FIRST FLOOR AND TALK TO YOUR ADVISOR.

ANYWAYS, AFTER TALKING TO YOUR ADVISOR, HEAD BACK TO THE STUDENT COUNCIL ROOM. THIS IS LOCATED JUST ACROSS YOUR HOMEROOM. MEET YOUR NEW FRIENDS. YOU WILL NOW UNLOCK THE **EMPEROR ARCANA**.



EVENING

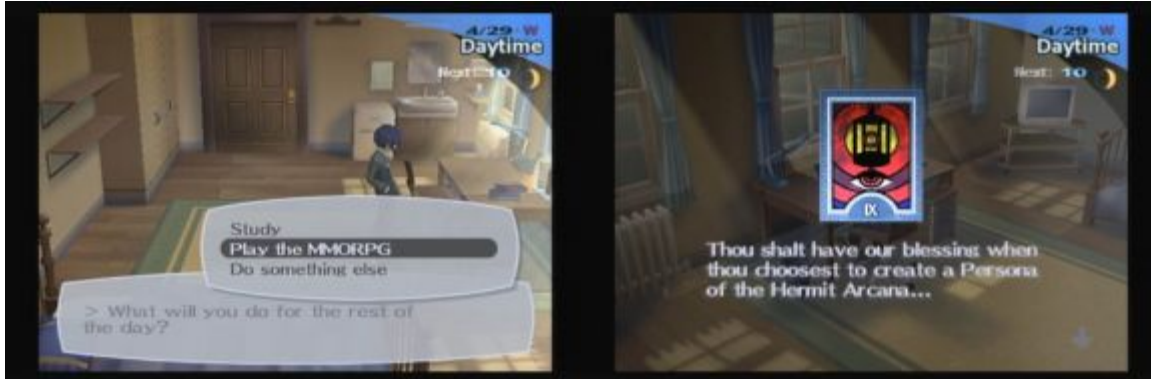
- CHECK STATUS. DECIDE TO STAY OR EXPLORE THE TARTARUS.

4/28 Tue



- EARLY MORNING** – CONVERSATION WITH MITSURU. WILL GET A REMINDER FROM HER.
- LUNCHTIME**
- IF YOU HAVE STUCK WITH KENJI'S MAY-DECEMBER LOVE STORY, THEN YOU WILL KNOW HOW IS THE OVERALL PROGRESS. HE WILL APPROACH YOU DURING LUNCHTIME TO TALK ABOUT "SOMETHING"
- AFTER SCHOOL**
- DURING THIS TIME, KENJI WILL SUCCESSFULLY ASK HIS BELOVED TEACHER OUT. ALSO, JUST BE NICE TO HIM AND YOU WILL INCREASE YOUR MAGICIAN ARCANA RANK BY 1.
- EVENING**
- JUNPEI WILL ASK YOU IF YOU LOVE TO PLAY VIDEO GAMES. YOU WILL RECEIVE A COPY OF THE GAME CALLED "INNOCENT SIN". YOU WILL NEED TO PLAY THIS DURING WEEKENDS. AS USUAL, CHECK STATUS, VISIT TARTARUS IF YOU CAN.

4/29 Wed



- EARLY MORNING**
- DAYTIME**
- NO SCHOOL FOR TODAY. (SHOWA DAY)
 - IF YOU DON'T HAVE ANY APPOINTMENTS, THIS IS THE BEST TIME EITHER STUDY OR PLAY MMORPG. IF YOU CHOSE TO STUDY, THEN YOUR ACADEMICS WILL INCREASE. LOGGING IN TO THE PC AND PLAYING MMORPG WILL ALLOW YOU TO MEET AN ONLINE FRIEND NAMED MAYA. IF YOU CHOOSE YOUR REPLIES CAREFULLY, SHE MAY TRUST YOU AT THE FIRST INSTANT. THIS WILL ALSO UNLOCK A NEW SOCIAL LINK; THE **HERMIT ARCANA**.

4/30 Thu



- LUNCHTIME**
- AFTERNOON**
- AFTER SCHOOL**
- EVENING**
- A FRIEND MAY INVITE YOU TO WALK HOME WITH HIM AFTER SCHOOL.
 - YOU WILL BE SLEEPY AT THIS POINT. LISTEN TO THE LECTURE (+ACADEMICS) OR DOZE OFF. (REST TO RECOVER CONDITION)
 - YOU CAN EITHER TALK TO KENJI, KAZ OR VISIT THE SC.
 - YOUR PHONE WILL RING. AFTER LEARNING IT IS A CALL FROM ELIZABETH, LEAVE THE DORM AND HEAD TO THE MALL. EXIT TO THE DOOR UNDER THE KARAOKE BAR. YOU SHOULD FIND AN ALTERNATE PATH LEADING TO THE VELVET ROOM.

ELIZABETH WILL BE PROVIDING SIDEQUESTS NOW. TAKE NOTE OF THE ONES WITH DEADLINES AND THOSE FREE REQUESTS. YOU CAN ONLY HAVE THREE REQUESTS ACTIVE AT A TIME. YOU CAN CANCEL THEM ANYTIME WITH A FEE OF COURSE. MORE DETAILS ABOUT THIS INFO HAVE ALREADY BEEN DISCUSSED IN THE 'GETTING STARTED' SECTION ABOVE.

CHECK OUT THE DETAILS OF THESE REQUESTS ON ELIZABETH'S REQUEST SECTION IN THIS GUIDE.

-TARTARUS-

INSIDE TARTARUS, NOTE THAT THERE IS ALWAYS A MINI-BOSS IN EVERY 5TH FLOOR. THE MAIN BOSS IS USUALLY LOCATED SECOND TO THE LAST AREA. THERE ARE ALSO "TERMINALS" ON THOSE FLOORS WHICH ACTS LIKE CHECKPOINTS. YOU MAY WANT TO RETURN TO THE ENTRANCE TO RECOVER YOUR HP/SP AND SAVE AS WELL; HOWEVER, NOTE THAT IF ANY OF YOUR PARTY MEMBERS ARE TIRED, THEY WILL LEAVE THE PARTY IMMEDIATELY TO RETURN BACK TO THE DORM - WHICH WILL EXCLUSIVELY MEAN THAT YOU NEED TO COMEBACK LATER. SO IF YOU ARE CONFIDENT ABOUT YOUR CHARACTER'S ABILITIES, TAKE THE GAMBLE AND FACE THE BOSS(ES).

ALSO, IN FLOORS 6-15, A GRAVE BEETLE WILL OCCASIONALLY SHOW UP. FROM THE OUTSIDE, THEY WON'T LOOK ANY DIFFERENT THAN ORDINARY SHADOWS SO IF YOU DON'T REALLY HUNT THEM, YOU WILL HAVE A HARD TIME FINDING THEM. USE **EARL (WIND)** AGAINST IT TO WIN WITHOUT ANY HASSLES. DEFEATING THEM WILL NOT ALWAYS GUARANTEE THAT YOU WILL GET A BEETLE SHELL, JUST LIKE ELIZABETH REQUESTED BUT ENCOUNTERING THEM IS BETTER THAN NONE.

HERE ARE THE QUICK RUNDOWN AND BASIC STRATEGIES FOR EVERY BOSS IN BLOCK 1.



(5F) VENUS EAGLE X3

EXP: 40

ITEM(S): EMPRESS MASK (X3)

YOU SHOULD ALREADY KNOW THAT WHEN DEALING MULTIPLE TOUGH ENEMIES, IT IS ALWAYS A GOOD IDEA TO CONCENTRATE ON ONE ENEMY AT A TIME. THEIR WEAKNESS ARE PIERCING ATTACKS - SO YOU WILL WANT TO HAVE YUKARI ATTACK OFTEN. YOU MAY FORCE HER TO ATTACK A TARGET YOU SPECIFY WHILE YOU TAKE CARE OF THE SUPPORT/HEALING. **ABSORBS FIRE**. USE CADENZA WITH ASPARAS AND ORPHEUS IN YOUR PARTY.



(10F) DANCING HAND X3

EXP: 70

ITEM(S): MAZIO GEM (X3)

USE STRIKE ATTACKS (BASH), HAVE YUKARI IN HEAL/SUPPORT MODE. DOWN THEM ALL WITH BASH. 2-3 ALL-OUT ATTACKS SHOULD SUFFICE IN DEFEATING THEM.



(14F) RAMPAGE DRIVE

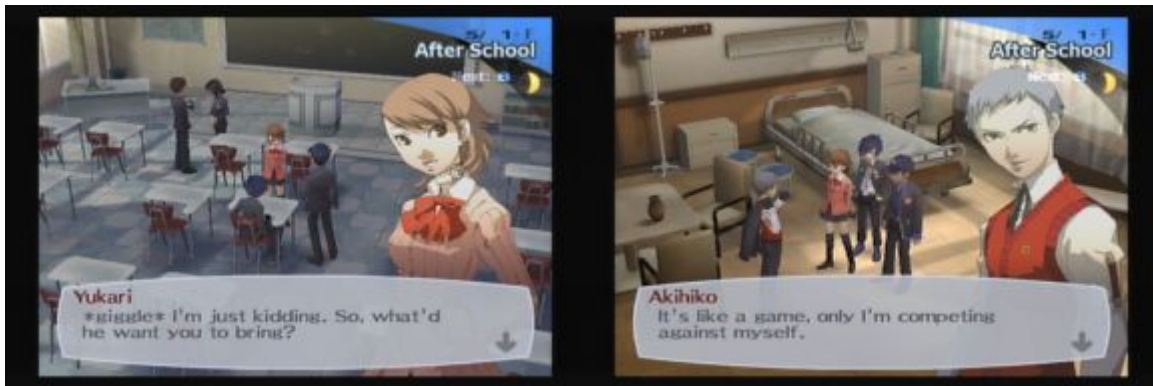
EXP: 100

ITEM(S): BALM OF LIFE

THIS COULD BE ONE TOUGH BOSS. MAKE SURE THAT YOU HAVE THE BEST EQUIPMENTS YOU CAN AFFORD AT THE MOMENT. IT WILL BE HARD TO IDENTIFY ITS WEAKNESS BECAUSE IT CAN NULLIFY AND DEFLECT PHYSICAL ATTACKS. USING LIGHTNING ATTACKS SEEMS TO DEAL MORE DAMAGE TO IT THAN ANY OTHER SPELLS. MAKE SURE TO SET YUKARI AS YOUR HEALER/SUPPORT WHILE HAVE JUNPEI CONCENTRATE ON ATTACKING. YOU COULD DO EITHER WAY.

ALSO IF YOU LEVELS ARE HIGH ENOUGH, LOW LEVELS ENEMIES WILL AVOID YOU. FIGHTING THEM WILL BE A WASTE OF TIME SINCE THEY DON'T HAVE THAT MUCH EXPERIENCE TO REWARD YOU WITH.

5/1 Fri



**EARLY MORNING
AFTER SCHOOL**

EVENING

- CONVERSATION WITH YUKARI
- CONVERSATION WITH JUNPEI. YOU WILL HAVE THE CHANCE TO COME OR NOT. AFTER THAT YOU THE THREE OF YOU WILL BE INSIDE THE HOSPITAL.
- CHECK STATUS AND CALENDAR THEN PLAN AHEAD. THERE WILL BE A LONG WEEKEND BECAUSE OF THE HOLIDAYS. GO TO THE TARTARUS AND COMPLETE SOME OF ELIZABETH'S REQUESTS AS WELL.

5/2 Sat

****Sidequest!**

EARLY MORNING

AFTER SCHOOL

- OVERHEAR A CONVERSATION ABOUT TANAKA'S SHOW AND THE SUNDAY SALE.

- VISIT ANY PLACE YOU WANT. YOU WILL ALSO FIND CHIHIRO, ONE OF YOUR COLLEAGUES IN THE STUDENT COUNCIL, IN FRONT OF THE BILLBOARD. TALK TO HER AND DEPENDING ON YOUR RESPONSE, THIS MAY BE A START OF A NEW ERR... FRIENDLY RELATIONSHIP. YOU WILL FIND HER IN FRONT OF THE BILLBOARD FROM TIME TO TIME, AFTER SCHOOL, USUALLY EVERY TUE, THU AND SAT. NOTE THAT IF YOUR CHARM IS STILL LV1, YOU WON'T BE ABLE TO ASK HER OUT. **TRY TO GET TO LV2 (UNPOLISHED) AT LEAST TO GET HER ATTENTION.**



EVENING

- ACCEPT ELIZABETH'S REQUEST # 92 AND TALK TO YUKARI TO OBTAIN **PINE RESIN**. GO TO THE MALL AND HAND OVER THE RESIN TO COMPLETE THE QUEST. YOU MAY ALSO WANT TO ACCEPT ELIZABETH'S REQUEST #56. (BRING HER TO THE MALL)

DURING EVENINGS AND YOU DON'T HAVE PLANS TO VISIT THE TARTARUS, YOU CAN ALWAYS CHECK OUT THE MALL. SO FAR THE CLUB, COFFEE SHOP AND THE KARAOKE ARE THE ONLY ONES OPEN. YOU CAN SPEND YOUR TIME THERE UNTIL LATE NIGHT. ALSO, AFTER VISITING THOSE, YOU CAN ALWAYS STUDY BEFORE SLEEPING, FURTHER INCREASING YOUR ATTRIBUTES - AS LONG AS YOU'RE NOT TIRED.

DARK HOUR

- AS YOU ARE SLEEPING, YOU WILL GET A VISIT FROM THE WEIRD KID. HE WILL WARN YOU ABOUT THE FULL MOON, ONE WEEK FROM NOW. AFTER THAT, THE NEXT DAY WILL START AS NORMAL.

5/3 Sun

DAYTIME - DURING THE DAYTIME, TURN ON YOUR TV AND YOU WILL BE ABLE TO WATCH TV SHOPPING WITH TANAKA. THIS IS LIKE YOUR TYPICAL SHOP TV WHERE YOU CAN OBTAIN REALLY GOOD AND RARE ITEMS, SO LONG AS YOU HAVE CASH. THIS WON'T CONSUME A DAY PERIOD SO MAKE IT A "HABIT" DURING YOUR FREE SUNDAYS. IT TAKES TWO DAYS FOR YOUR ITEM TO BE DELIVERED.

YOU CAN PLAY INNOCENT SIN TO INCREASE YOUR RELATIONSHIP WITH MAYA. (HERMIT ARCANA) OTHERWISE, CHECK OUT THE SHOPS AND THE PLACES. SOME SHOPS GO ON SALE ON SPECIFIC DAYS AND THEIR INVENTORY MAY CHANGE AS WELL. PLAN YOUR DESTINATIONS WELL SINCE ONCE YOU'RE OUT OF THE DORM, IT WILL ALWAYS BE EVENING WHEN YOU RETURN, NO MATTER HOW SHORT YOU SPENT YOUR TIME OUTSIDE.

P3F
PERSONA3 FES



5/4 Mon

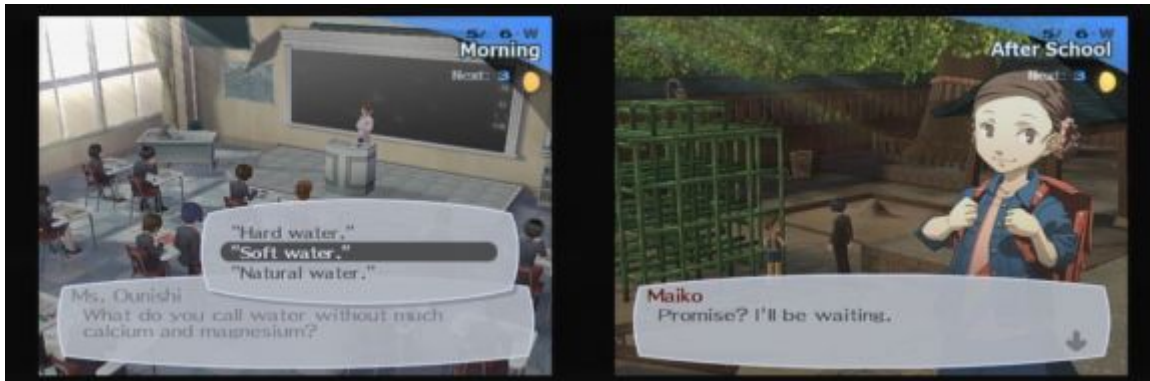
- DAYTIME** - YOU WILL HAVE YOUR FREE TIME DURING THIS DAY SINCE IT IS THE START OF THE CONSECUTIVE HOLIDAYS. SPEND YOUR TIME CHECKING OUT SHOPS. THE LOCATIONS YOU CAN VISIT MAY BE LIMITED SINCE IT WILL ALWAYS BE THE NEXT PART OF THE DAY (EVENING) AFTER ENTERING IN ONE OF THEM.
- EVENING** - CHECK IF YOU HAVE ANYTHING YOU WANT TO DO, OTHERWISE SAVE, THEN GO BACK TO YOUR ROOM.
- LATE NIGHT** - YOU MAY GET A CALL FROM A FRIEND AT THIS TIME. ITS UP TO YOU TO DECLINE THE OFFER OR SPEND THE WHOLE DAY TOMORROW WITH THAT PERSON. (AT THIS POINT, IT COULD PROBABLY BE KENJI)

5/5 Tue

- DAYTIME** - SPEND THE DAY AS USUAL. IF YOU ARE HANGING OUT WITH A FRIEND, CAREFULLY SELECT YOUR ANSWERS DURING YOUR CONVERSATIONS TO FURTHER INCREASE YOUR SOCIAL LINK RANK.
- EVENING** - AS MENTIONED ABOVE, YOU CAN VISIT THE MALL, GO BACK TO YOUR MALL OR DECIDE TO LEAVE FOR THE TARTARUS. YOU DECIDE.

5/6 Wed

- EARLY MORNING** - OVERHEAR A CONVERSATION ABOUT THIS KID THAT IS HANGING OUT IN THE SHRINE.
- MORNING** - LECTURE; ANSWER THE QUESTION CORRECTLY AND YOUR CHARM WILL INCREASE (SOFT WATER)
- AFTER SCHOOL** - FREE TIME. I SUGGEST CHECKING OUT THE GIRL IN THE SHRINE. TALK TO HER, JUST BY THE MONKEY BARS.



SHE WILL THEN ASK SOMETHING TO EAT AND DRINK. GIVE HER A **WEIRD TAKOYAKI**. THESE CAN BE BOUGHT FROM THE **IWATODAI STRIP MALL**, BY THE ENTRANCE. THEN, GIVE HER A **MAD BULL**, WHICH CAN BE BOUGHT FROM THE **DORM'S VENDING MACHINES**. IF YOU DON'T HAVE THESE RIGHT NOW, YOU CAN ALWAYS COME BACK LATER. SHE WILL ALWAYS BE THERE IN THE SHRINE EXCEPT SUNDAYS. YOU WILL NEED TO COME BACK LATER FOR HER TO COMPLETELY OPEN UP TO YOU. YOU WILL ESTABLISH THE HANGED-MAN ARCANA WITH MAIKO. INCREASE IT BY PLAYING WITH HER AFTER SCHOOL.

EVENING - IF YOU STILL HAVEN'T FINISHED THE SECOND AND THIRD QUESTS, THEN THIS IS THE TIME TO DO SO. NOTE THAT THE DEADLINE IS 5/7. VISIT THE TARTARUS IF YOU WANT.. NOTE THAT YOU NEED TO DEFEAT THE BLOCK 1 BOSS (RAMPAGE DRIVE) FIRST BEFORE GETTING THE OLD DOCUMENTS 01 IN 16F.

5/7 Thu

Deadline



**LUNCHTIME
AFTER SCHOOL**

- YOUR FRIENDS WILL TALK TO YOU.
- YOU CAN EITHER TALK TO KENJI OR KAZUSHI. HANGING OUT WITH KENJI WILL IMPROVE YOUR RANK FOR MAGICIAN ARCANA WHILE TRAINING WITH KAZUSHI WILL FURTHER INCREASE YOUR RANK IN CHARIOT ARCANA. I SUGGEST BALANCING IT OUT.

AFTER THE TRAINING, YOU WILL SEE YUKO BY THE ENTRANCE. YOU MAY TALK TO HER AND WALK HOME WITH YOU BUT IF YOUR CHARM IS NOT THAT HIGH, SHE WILL JUST REFUSE.

EVENING

- I SUGGEST SAVING UP YOUR STRENGTH SINCE THE FULL MOON IS NEAR. VISIT THE MALL AND SPEND YOUR TIME THERE INSTEAD. TODAY IS THE DEADLINE FOR THE REQUESTS SO MAKE SURE YOU COMPLETED THEM BEFORE SLEEPING.

LATE NIGHT

- STUDY OR SLEEP EARLY.

5/8 Fri



**LUNCHTIME
AFTER SCHOOL
EVENING**

- YOUR FRIENDS WILL TALK TO YOU. DECIDE WHICH ONE OF THEM YOU WOULD LIKE TO SPEND TIME WITH.
- FREE TIME, MAKE SURE TO UPGRADE YOUR EQUIPMENT IF YOU HAVEN'T DONE SO. THERE'S GONNA BE A BIG BATTLE UP AHEAD.
- SAME ROUTINE;

5/9 Sat

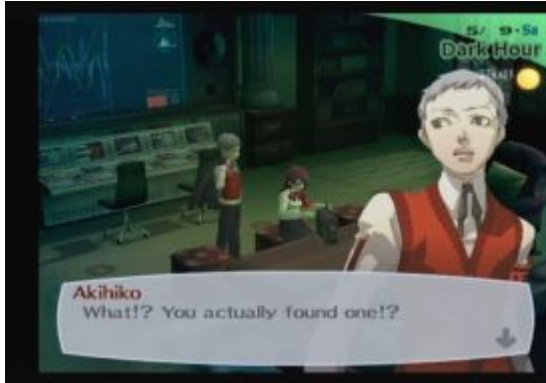
Full Moon

EARLY MORNING – CONVERSATION WITH AKIHIKO.

AFTER SCHOOL

DARK HOUR

– THE GAME WILL AUTOMATICALLY TAKE YOU TO THE DARK HOUR.
– AFTER A BRIEF CONVERSATION, YOU WILL NEED TO CHECK OUT THE MONORAIL. YOU WON'T BE ABLE TO SAVE HERE SO BE CAREFUL WITH YOUR ACTIONS. BUT IF YOU DID SPENT TIME LEVELING UP YOUR CHARACTERS, THEN THERE SHOULD BE NO PROBLEMS.



MONORAIL BRIDGE

JUST CONTINUE FORWARD ONCE YOU HAVE CONTROL. ONCE YOU REACH THE MONORAIL ITSELF, READ THROUGH THE CONVERSATION AND YOU WILL FIND YOURSELF INSIDE. YOU WILL START FROM THE 10TH/11TH CARRIAGE. CONTINUE FORTH. YOU WILL ENCOUNTER ONE OF THE NEW SHADOWS.

AFTER THAT, YOU WILL BE AMBUSHED BY TWO ENEMIES. GET RID OF THEM QUICKLY. MORE ENEMIES WILL APPEAR. JUNPEI WILL CHASE THEM. FOLLOW HIM.



ONCE YOU CAUGHT UP WITH JUNPEI, DEFEAT THE REMAINING ENEMIES. THERE WILL BE A 7 MINUTE TIMER THAT COUNTS DURING BATTLE. MAKE SURE TO EXPLOIT THE ENEMIES' WEAKNESSES SO THAT YOU GUYS CAN PERFORM ALL OUT ATTACKS. AFTER SOME MORE CONVERSATIONS, MAKE YOUR WAY TO THE 1ST CAR. MAKE SURE THAT EVERYBODY IS IN FULL HEALTH, THEN FACE THE FIRST 'CHAPTER' BOSS.



BOSS: PRIESTESS

EXP: 304

DIAMOND

THE BOSS IS NOT THAT HARD AS LONG AS YOUR LEVEL IS HIGH ENOUGH TO ENDURE MOST OF HER ATTACKS BEFORE HAVING TO HEAL. IF YOU WANT TO PLAY IT SAFE, YOU CAN ORDER YUKARI TO PROVIDE THE HEALING/ SUPPORT WHILE JUNPEI ATTACKS. YOU CAN SWITCH BETWEEN THOSE TWO ROLES WHENEVER THE SITUATION CALLS FOR IT.

THE BOSS WILL THEN SUMMON TWO TIARAS. SHE WILL KEEP ON SUMMONING THEM, NO MATTER HOW MANY YOU KILL. YOUR ALLIES WILL TEND TO ATTACK THE TIARAS (WHICH ARE OBVIOUSLY MEANT AS DECOYS) IF THEIR ACTION IS SET TO ACT FREELY. FORCE JUNPEI TO TARGET THE BOSS. GET RID OF ONE TIARA AND LEAVE THE OTHER. IGNORE IT SINCE IT DOES NOT DEAL THAT MUCH DAMAGE. JUST KEEP ON ATTACKING; REMEMBER THAT YOU STILL HAVE THE TIMER ACTIVE HERE.

JUST READ THROUGH THE CONVERSATION. YOUR TEAM'S RELATIONSHIP HAS BECOME STRONGER WITH THIS ENCOUNTER.

NEW TACTIC: CONSERVE SP

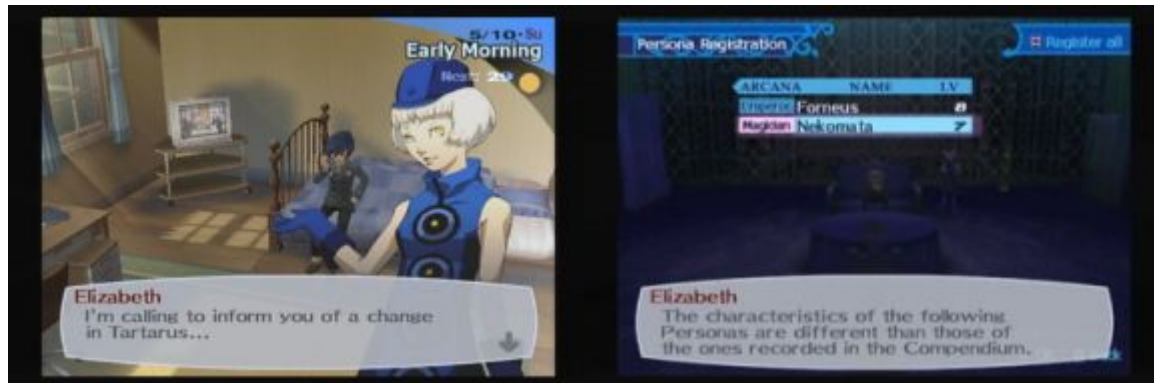
REWARD: +1 FOOL ARCANA

5/10 Sun

EARLY MORNING - YOU WILL RECEIVE A CALL FROM ELIZABETH. YOU WILL LEARN THAT THE PREVIOUSLY BLOCKED PATH IN FLOORS 16+ IS NOW ACCESSIBLE.

DAYTIME - DO WHATEVER YOU WANT FOR THIS SUNDAY. YOU CAN STUDY, PLAY MMORPG (SPENDS WHOLE DAY, +1 HERMIT ARCANA) OR GO OUT AND VISIT THE SHOPS.

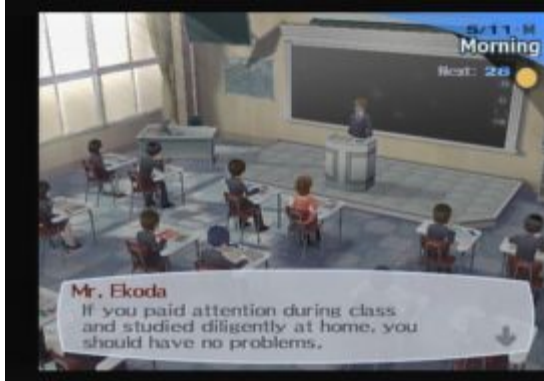
EVENING - YOU CAN STILL GO OUT TO THE MALL. THE SHOPS OPEN HERE ARE THE VIDEOKE BAR (WHICH YOU CAN'T ACCESS DURING WEEKENDS BECAUSE IT WILL BE FULL), THE PHARMACY AND THE COFFEE SHOP. YOU CAN ALSO VISIT THE VELVET ROOM FROM THE MALL'S REAR EXIT FIRST BEFORE DOING ANYTHING.



ONCE YOU ENTER THE VELVET ROOM, YOU WILL LEARN ABOUT SOME NEW MENUS HERE. ONE INCLUDES THE COMPENDIUM. ON SIMPLER TERMS, THIS WILL BE CONSIDERED AS THE PERSONA DATABASE. YOU CAN REGISTER YOUR LATEST COLLECTION OF PERSONAS HERE. THE REGISTERED PERSONAS HERE CAN BE 'REVIVED' OR 'BOUGHT' AGAIN WITH A FEE. THE PRICE DEPENDS ON THE LEVEL OF THE PERSONA YOU ARE TRYING TO RECOVER FROM THE RECORDS. IT IS RECOMMENDED TO REGISTER PERSONAS BEFORE FUSING THEM AND AFTER YOU GET A NEW ONE, NOT PREVIOUSLY REGISTERED IN THE DATABASE. THERE WILL BE NEW REQUESTS AS WELL. TAKE NOTE OF THE SPECIFIED DATES TO GET THE REQUESTED ITEMS!

LATE NIGHT - DEPENDING ON YOUR CONDITION, YOU CAN EITHER STUDY OR SLEEP EARLY. IF YOU ARE TIRED OR SICK, DON'T BOTHER STUDYING SINCE YOU WON'T LEARN ANYTHING AND YOUR CONDITION MAY GET WORSE.

5/11 Mon



EARLY MORNING
MORNING

- BRIEF CONVERSATION WITH JUNPEI.
- YOU WILL GET A REMINDER THAT THE MIDTERMS ARE NEARING. YOU WILL BE IN FOR THE LECTURE. YOU WILL HAVE THE CHOICE TO STAY AWAKE OR DOZE OFF. MAKE YOUR CHOICE.

AFTER SCHOOL
EVENING

- FREE TIME. DO WHATEVER YOU WANT; MAKE SOME NEW FRIENDS AND BUILD UP THE EXISTING ONES.
- MITSURU WILL TELL YOU TO CHECK OUT THE MALFUNCTIONING EQUIPMENT IN THE COMMAND ROOM. EXAMINE THE CONSOLE TO SEE AN AMUSING RECORDING OF THE CHAIRMAN. YOU HAVE FREE TIME AS WELL.

TIP: YOU WON'T FIND YOUR FRIENDS AT SCHOOL 1 WEEK BEFORE THE EXAMS. USE THIS TIME TO INCREASE YOUR SLINK RANKS WITH NON-SCHOOL FRIENDS/CONTACTS.

5/12 Tue

EARLY MORNING
AFTER SCHOOL
EVENING

- CONVERSATION WITH YUKARI
- FREE TIME. DO WHATEVER YOU WANT; MAKE SOME NEW FRIENDS AND BUILD UP THE EXISTING ONES.
- FREE TIME

5/13 Wed

EARLY MORNING
AFTERNOON

- OVERHEAR A CONVERSATION.
- LECTURE. YOU WILL BE ASKED BY YOUR TEACHER. CHOOSE THE 3RD ANSWER. (SPEED OF EARTH'S ROTATION NEAR THE EQUATOR: 1,700 KM/H) YOUR CHARM WILL INCREASE.

AFTERNOON

- FREE TIME. DO WHATEVER YOU WANT; MAKE SOME NEW FRIENDS AND BUILD UP THE EXISTING ONES.

EVENING

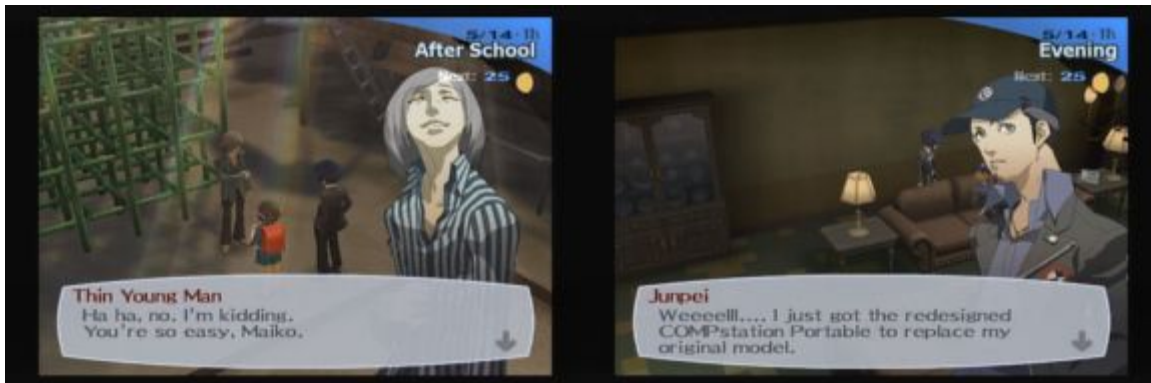
- FREE TIME



5/14 Thu ****Sidequest**

**AFTER SCHOOL
EVENING**

- THE DAY WAS UNEVENTFUL. YOU WILL 'START' THE DAY AFTER SCHOOL. FREE TIME, SO DO WHATEVER YOU LIKE.
- TALK TO JUNPEI TO OBTAIN THE **HANDHELD SYSTEM** (FOR ELIZABETH'S REQUEST # 93); FREE TIME



5/15 Fri



- EARLY MORNING** - CONVERSATION WITH MITSURU. SHE WILL ALSO TELL YOU THAT IF YOUR GRADES ARE HIGH, YOU MAY RECEIVE A REWARD FROM HER. WHAT COULD IT BE?

TIP: If you didn't know yet, when tired or sick, visit the weirdo (nurse) in his office after school. He will make you drink a strange concoction. Drink the weird stuff and though you won't get any better, your Courage will increase. If you are good or Great, he'll just ignore you, so just visit him when you're tired or sick.

AFTERNOON

- LECTURE WITH MS. TERAUCHI'S CLASS. CHOOSE THE 1ST OPTION (PAN = BREAD) TO ANSWER THE QUESTION CORRECTLY. RECEIVE A PLUS IN YOUR CHARM. THIS QUESTION WILL BE INCLUDED IN THE EXAMS AS WELL.

EVENING

- FREE TIME

5/16 Sat

**EARLY MORNING
MORNING
AFTER SCHOOL
EVENING**

- CONVERSATION WITH AKIHIKO
- LECTURE (STAY AWAKE OR DOZE OFF)
- FREE TIME, SO DO WHATEVER YOU LIKE.
- FREE TIME



5/17 Sun

DAYTIME

EVENING

- IF YOU DON'T HAVE ANY APPOINTMENTS WITH ANY OF YOUR FRIENDS, YOU CAN EITHER STAY HOME AND STUDY/ PLAY MMORPG OR GO OUT.
- TRY VISITING THE TARTARUS AND TRAIN THERE. NOTE THAT THE NEXT TERMINAL IS LOCATED IN THE 25F. IT MAY BE A LONG JOURNEY SO TRY TO REACH THE TERMINAL AND ACTIVATE IT.

5/18 Mon **Midterm Exams**

EARLY MORNING
MORNING

- OVERHEAR CONVERSATION.
- START OF THE EXAMS. THE EXAM LASTS FOR 6 DAYS SO YOU WOULDN'T BE ABLE TO CONTROL YOUR CHARACTER UNTIL EVERYTHING IS OVER.

5/19 - 4) BREAD
5/20 - 1) FASTER THAN SOUND
5/21 - 1) HARD WATER
5/22 - 3) NARA

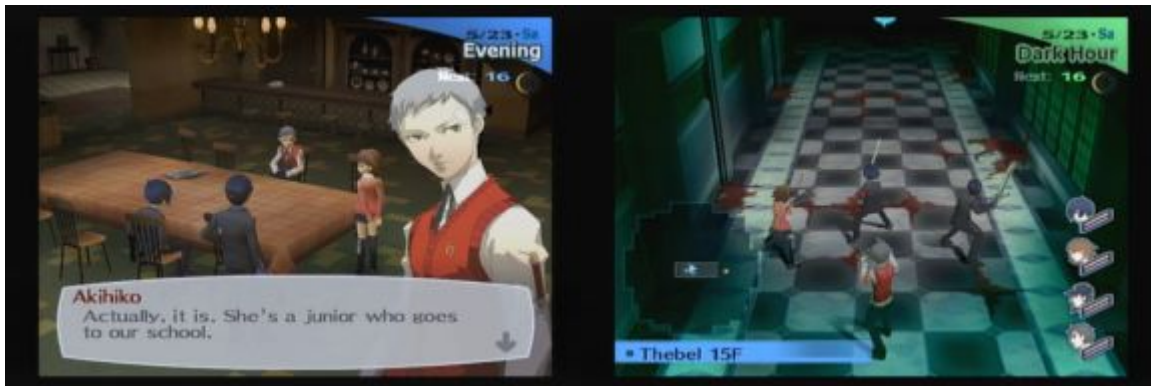
5/23 Sat **Last Day of Exams**

EARLY MORNING
MORNING

- CONVERSATION WITH AKIHIKO
- LAST SET OF THE EXAMS. DEPENDING ON YOUR ACADEMICS, YOUR CHARACTER WILL HAVE AN EASY OR HARD TIME ANSWERING THE QUESTIONS.

AFTER SCHOOL
EVENING

- FREE TIME, SO DO WHATEVER YOU LIKE.
- CONVERSATION WITH AKIHIKO AND THE REST OF THE TEAM. HE WILL NOW BE USABLE IN BATTLE! YOU MAY WANT TO CHECK UP TARTARUS LATER. YOU WILL ALSO LEARN MORE ABOUT A POTENTIAL NEW MEMBER OF SEES.



5/24 Sun

DAYTIME - FREE DAY UNLESS YOU HAVE PLANNED TO MEET SOMEONE DURING THIS TIME.

TARTARUS

SOME OF THE ENEMIES IN THIS BLOCK YOU SHOULD BE CAREFUL WHEN FACING ARE THE BEASTIAL WHEEL AND THE STEEL GIGAS. THE FIRST ONE APPEARS ONLY ALONE AND THE LATTER APPEARS BY TWO'S OR WORSE THREE OF THEM. THEY HAVE HIGH ENDURANCE, NOT TO MENTION HIGH ATTACKS AS WELL. A CRITICAL HIT FROM THEM CAN USUALLY TAKE A CHARACTER OUT, EVEN IN FULL HP. USE ZIO/GARU ATTACKS VS THE BEASTIAL WHEEL WHILE THE HULK-HOGAN WANNABES.



(25F) BOSS: CRYING TABLE (X3)

EXP: 88 EXP

ITEM(S): VIBRANT CLOTH (X3)

THESE ENEMIES' WEAKNESS IS ICE. USE BUFU, BETTER YET MABUFU. IT WAS A TOUGH BATTLE WHEN USING THREE CHARACTERS ONLY BUT THIS WILL BE BETTER IF YOU ARE ON FULL FORCE. DON'T BOTHER HITTING IT WITH PHYSICAL ATTACKS SINCE THEY CAN NULLIFY IT. IN A FULL PARTY, ORDER AKIHIKO AND JUNPEI TO ATTACK THE TARGET WHILE YUKARI AND YOU PROVIDE SUPPORT ATTACKS AND HEALING.



(36F) BOSS: CHANGE RELIC

EXP: 236 EXP

ITEM(S): COIN OF QUEEN

THERE IS REALLY NO QUICK WAY TO DEFEAT THIS ENEMY. IF YOU ARE AROUND LV16, YOU CAN ENDURE MOST OF ITS ATTACKS. ITS ATTACKS ARE MOSTLY PARTY BASED, WHICH MEANS IT CAN TARGET ALL PARTY MEMBERS MOST OF THE TIME. AS MUCH AS POSSIBLE, TRY TO EQUIP A PERSONA WITH THE SKILL MEDIA. TAKE CARE OF THE HEALING AND RECOVERY AND FORCE THE OTHER TWO GUYS TO ATTACK THE TARGET. AKIHIKO WILL BE THE ONE TO DEAL MOST DAMAGE HERE BECAUSE OF HIS PERSONA'S SONIC PUNCH. ORDER YUKARI TO TAKE CARE OF THE HEALING AS WELL.

5/25 Mon

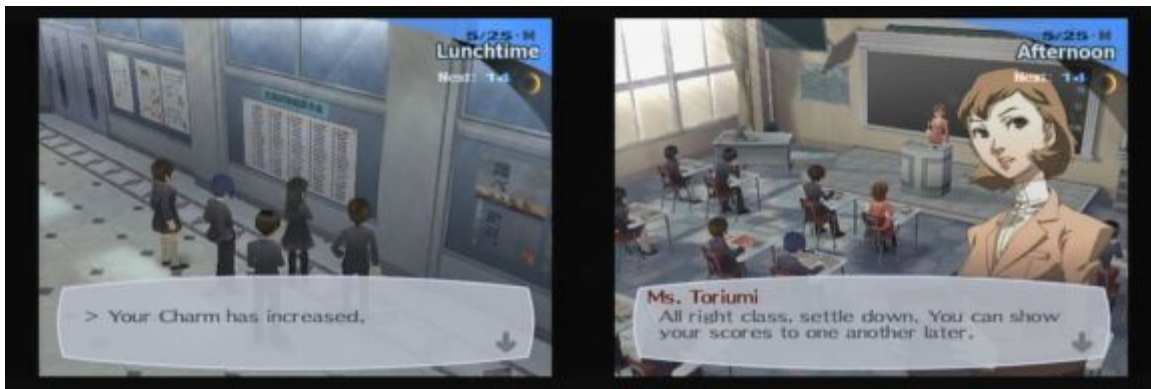
**EARLY MORNING
LUNCHTIME**

- CONVERSATION WITH YUKARI

- YOU WILL BE CHECKING OUT THE EXAM RESULTS. DEPENDING ON HOW MANY CORRECT ANSWERS YOU HAVE PROVIDED, YOU SHOULD GET A HIGH SCORE AS WELL. YOUR CLASSMATES WILL TAKE NOTICE OF THIS AND YOUR CHARM WILL INCREASE.

AFTERNOON

- LECTURE WITH MS. TORIUMI'S CLASS. YOU'LL FEEL SLEEPY. JUST CHOOSE WHETHER YOU WANT TO STAY AWAKE OR DOZE OFF.



AFTER SCHOOL - FREE TIME. IF YOU STILL HAVEN'T CAUGHT UP WITH THE GOURMET KING IN PAULOWNIA MALL, NOW IS THE BEST TIME TO DO SO. TO GO TO THE MALL IMMEDIATELY, JUST TALK TO ONE OF YOUR CLASSMATES STANDING NEAR THE ENTRANCE. YOUR CHARM SHOULD BE AT LEAST **UNPOLISHED** ALREADY. IF SO, TALK TO THE FAT KID. YOU WILL THEN NEED TO ANSWER A MINI-QUIZ BEFORE CONVINCING HIM. NOTE THAT THE QUESTIONS ARE NOT RANDOM; THEY ARE FIXED, SO TRIAL-AND-ERROR IS POSSIBLE BUT TIME CONSUMING. IF YOU ANSWERED INCORRECTLY, YOU WILL ONLY HAVE ONE QUIZ DAY. OR YOU CAN REFER TO THE ANSWERS BELOW:

Q1: **CHAGALL CAFÉ'S SPECIALTY?**

A: PHEROMONE COFFEE

Q2: **COLOR OF THE WILD-DUCK BURGER MASCOT**

A: GREEN

Q3: **HAGAKURE SECRET DISH**

A: HAGAKURE BOWL

AFTER YOU ANSWERED THE QUESTIONS CORRECTLY, YOU WILL ALSO NEED TO GIVE HIM SOMETHING THAT HE HASN'T TASTED BEFORE. GIVE HIM THE **ODD MORSEL** FOUND IN TARTARUS' 15F+. YOU WILL BE ABLE TO UNLOCK THE **MOON ARCANA**. NOW, IF YOU WANT TO HANGOUT WITH NOZOMI, HE WILL BE SITTING IN THE BENCH IN PAULOWNIA MALL AFTER SCHOOL. SINCE THIS WON'T CONSUME A PART OF THE DAY, YOU CAN GO BACK TO SCHOOL AND STRENGTHEN THE OTHER LINKS YOU HAVE. I SUGGEST GOING TO PRACTICE WITH YOUR ATHLETIC TEAM FOR THIS DAY. (+1 CHARIOT ARCANA) AFTER THE PRACTICE, YOU SHOULD FIND YUKO BY THE ENTRANCE. IF YOU HAVE TRIED THIS BEFORE AND SHE TURNED YOU DOWN, TRY ASKING HER OUT THIS TIME.

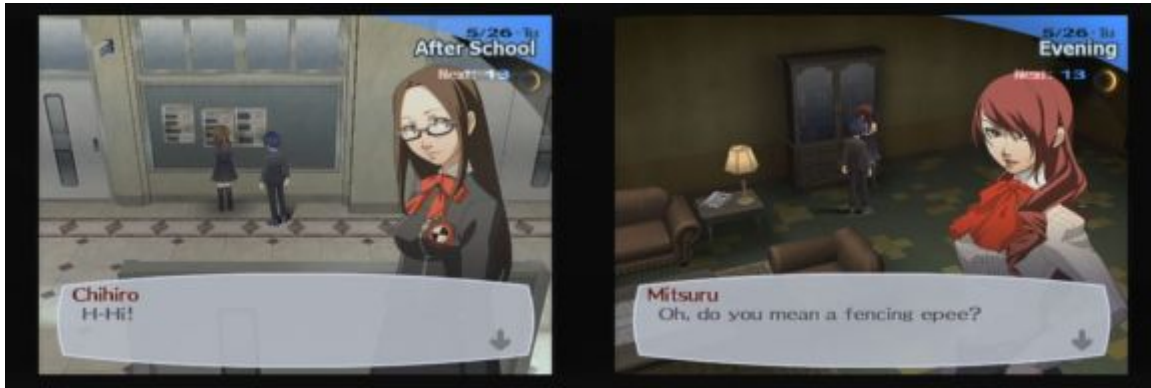


AFTER HANGING OUT IN THE CHAGALL CAFÉ AND DEPENDING ON YOUR RESPONSES, YOU WILL GAIN YUKO'S TRUST AND FRIENDSHIP. YOU WILL UNLOCK THE STRENGTH ARCANA.

EVENING - MITSURU WON'T BE THERE SO DEPENDING ON YOUR CONDITION, YOU CAN VISIT THE MALL AND SPEND SOME TIME IN THE VIDEOKE OR THE CAFÉ AGAIN OR JUST SLEEP EARLY.

5/26 Tue

****Sidequest**



EARLY MORNING
LUNCHTIME
AFTER SCHOOL

- CONVERSATION WITH JUNPEI
- MAY GET SOME INVITATIONS FROM FRIENDS
- YOU'LL FIND CHIHIRO OUTSIDE. IF YOU HAVE ASKED CHIHIRO OUT THE LAST TIME YOU TALKED TO HER, TALK TO HER AGAIN AND SHE WILL THEN AGREE TO WALK HOME WITH YOU. YOU'LL UNLOCK THE **JUSTICE ARCANA**. THIS IS YOUR FREE TIME ALSO, SO DO WHATEVER YOU LIKE.

EVENING

- TALK TO MITSURU TO GET **FENCING EPEE**. YOU MAY VISIT ELIZABETH TO OBTAIN YOUR REWARD. JUNPEI WON'T BE HERE SO DECIDE WHETHER YOU'LL WANT TO PUSH THROUGH WITH ONLY AKI AND YUKARI TO EXPLORE TARTARUS

5/27 Wed

AFTERNOON
EVENING

- FREE TIME.
- DECIDE IF YOU WANT TO VISIT TARTARUS. IF YOU STILL HAVEN'T COMPLETED THE TIME-RESTRICTED QUESTS, TRY FINISHING IT NOW.

5/28 Thu

EARLY MORNING
LUNCHTIME
AFTERNOON
AFTER SCHOOL
EVENING

- CONVERSATION WITH JUNPEI.
- VISIT FROM SOME FRIENDS.
- LECTURE; DOZE OFF OR STAY AWAKE.
- FREE TIME.
- FREE TIME

5/29 Fri



P3
PERSONA 3

F
FES

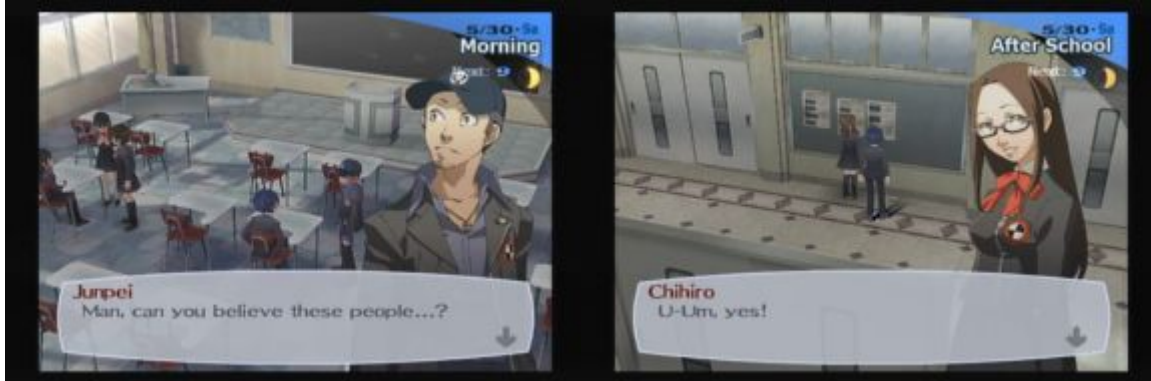
EARLY MORNING
MORNING
AFTER SCHOOL
EVENING

- OVERHEAR A CONVERSATION ABOUT A BULLIED KID.
- LECTURE; DOZE OFF OR STAY AWAKE.
- SCENE WITH YUKARI OVERHEARING SOME GOSSIPING GIRLS. YOU WILL THEN GAIN CONTROL. FREE TIME!
- FREE TIME

5/30 Sat

EARLY MORNING
MORNING
LUNCHTIME
AFTER SCHOOL
EVENING

- OVERHEAR ANOTHER CONVERSATION
- OVERHEAR RUMOR
- VISIT FROM SOME FRIENDS.
- FREE TIME. YOU CAN EVEN GO OUT WITH CHIHIRO OR YUKO IF YOU WANT.
- FREE TIME.



TIP: Depending on who you hangout with often and to your responses, you can have a more 'intimate' and serious relationship with either Yuko or Chihiro. Note that once it comes to that point, the girl you are 'seriously' dating will get upset if you go out with another girl.

5/31 Sun

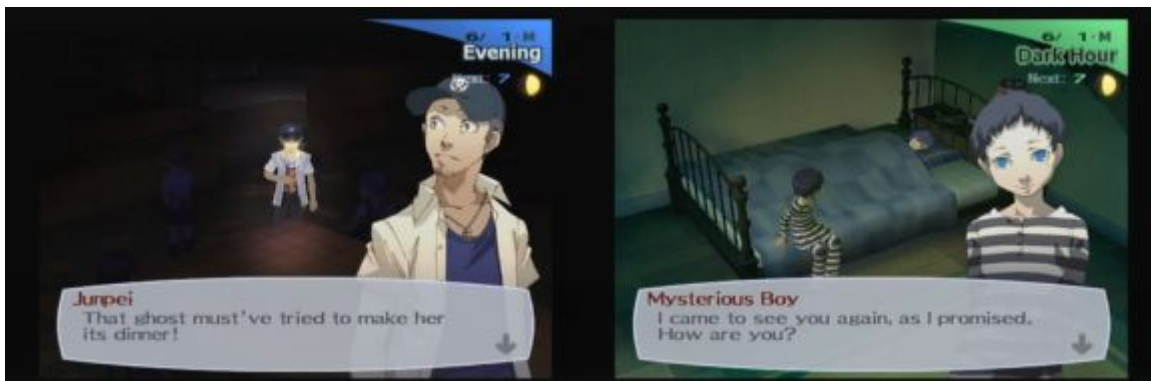
DAYTIME

- IF YOU HAVE APPOINTMENTS NOW, YOU WILL BE HANGING OUT WITH THAT PERSON FOR THE WHOLE DAY, WITH THE CHANCE TO INCREASE YOUR SOCIAL LINK LEVEL WITH THEM. OTHERWISE, JUST DO THE USUAL SUNDAY STUFF. STUDY/ GO OUT ALONE/ PLAY INNOCENT SIN.

6/1 Mon

EARLY MORNING
LUNCHTIME
AFTERNOON
EVENING
DARK HOUR

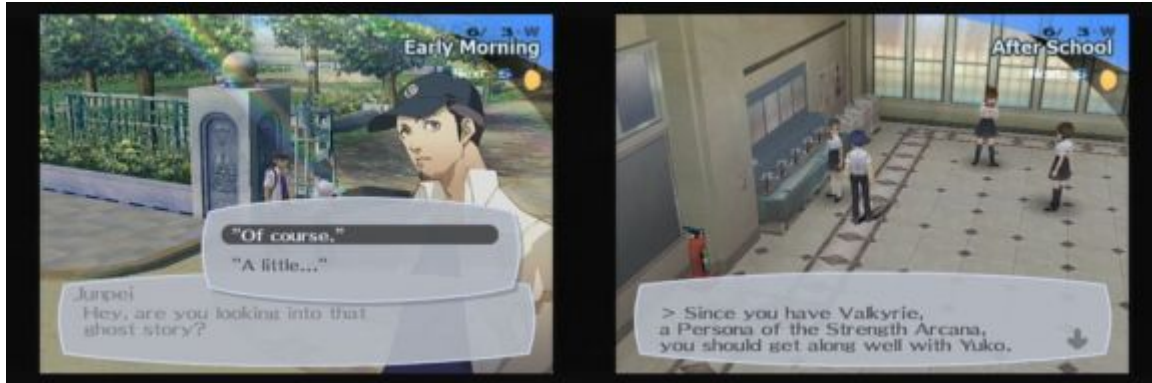
- CONVERSATION WITH MITSURU
- VISIT FROM SOME FRIENDS.
- FREE TIME.
- WATCH JUNPEI'S "BELIEVE IT OR DON'T"; NAH, JUST ANOTHER GHOST STORY. FREE TIME AFTER THAT.
- THE MYSTERIOUS BOY VISITS AGAIN. WARNS YOU ABOUT THE FULL MOON.



6/2 Tue

- EARLY MORNING** - CONVERSATION WITH YUKARI
- MORNING** - LECTURE. STAY AWAKE OR DOZE OFF.
- LUNCHTIME** - INVITATIONS FROM SOME FRIENDS.
- AFTER SCHOOL** - FREE TIME!

6/3 Wed



- EARLY MORNING** - CONVERSATION WITH JUNPEI
- LUNCHTIME** - INVITATIONS FROM SOME FRIENDS.
- AFTER SCHOOL** - FREE TIME!

6/4 Thu

- EARLY MORNING** - CONVERSATION WITH YUKARI
- AFTER SCHOOL** - FREE TIME.
- EVENING** - FREE TIME.

6/5 Fri

- EARLY MORNING** - CONVERSATION WITH YUKARI
- AFTER SCHOOL** - AFTER A SHORT CONVERSATION WITH YUKARI, YOU WILL HAVE YOUR FREE TIME. (IF YOUR ACADEMICS ATTRIBUTE IS AVERAGE, THEN GO TO THE HOME ECONOMICS ROOM AND MAKE FRIENDS WITH BEBE.)
- EVENING** - YUKARI WILL INVITE YOU TO INVESTIGATE. CHOOSE WHETHER YOU WILL JOIN OR NOT. IF YOU STILL HAVEN'T ACQUIRED THE OLD DOCUMENT 02 AND OLD LANTERNS, BE REMINDED THAT THE DEADLINE IS TOMORROW (06/06)



6/6 Sat

Deadline

**AFTER SCHOOL
EVENING**

- FREE TIME
- TEAM INVESTIGATES. AFTER GETTING TO TROUBLE, SHINJIRO, AKI'S FRIEND, ARRIVES TO HELP. LEARN NEW INFO FROM HIM. YOU CAN TAKE TIME TO VISIT THE MALL AS WELL.



6/7 Sun

DAYTIME

- IF YOU DON'T HAVE ANYBODY TO MEET TODAY, JUST STAY AND PLAY INNOCENT SIN WITH MAYA. ONCE YOU GET YOUR S.LINK WITH HER INCREASED TO LV3+, SHE WILL THEN GIVE OUT A HINT ABOUT THIS 'MAN WHO TALKS LIKE A WOMAN AT THE TRAIN STATION'

EVENING

- THE 'BIG NIGHT' WILL BE TOMORROW, SO IF YOU ARE IN GOOD SHAPE, VISIT TARTARUS TO TRAIN SOME MORE; OR IF YOU ARE CONFIDENT ABOUT YOUR CHARACTER'S LEVELS, THEN SLEEP EARLY TO HAVE SOME REST.

6/8 Mon

Full Moon



**LUNCHTIME
AFTER SCHOOL**

- SCENE AT THE FACULTY ROOM. MEET NATSUKI.
- MORE SCENES. EMERGENCY MEETING FOR TONIGHT'S OPERATION AFTER THAT, FREE TIME.

EVENING

- OPERATION STARTS. MAKE YOUR WAY TO THE FACULTY OFFICE TO FIND THE GYM KEY.

DARK HOUR

- AFTER A FEW MORE SCENES, YOU WILL FIND YOURSELF INSIDE TARTARUS, SEPARATED FROM THE OTHERS. THE MYSTERIOUS BOY WILL APPEAR.



-TARTARUS-

AFTER HAVING THE CONTROL, I SUGGEST AVOID FIGHTS FOR THE MEANTIME. COLLECT THE ITEMS IF YOU WANT. JUST MAKE YOUR WAY TO THE THIRD FLOOR. YOU WILL MEET JUNPEI AND AKIHIKO. AFTER A FEW CONVERSATIONS, YOU WILL THEN MEET FUKA. AFTER SOME MORE SCENES, LEARN THAT THERE IS TROUBLE IN THE GROUND FLOOR. DURING THIS EVENT, FUKA'S PERSONA WILL AWAKEN. YOU WILL ALSO NEED TO FIGHT THESE TWO BOSSES. FUKA WILL AID YOU IN THIS BATTLE, AS SUPPORT. HER ANALYZE SKILL IS MUCH POWERFUL AND EFFECTIVE COMPARED TO MITSURU.



BOSS: EMPRESS AND EMPEROR

EXP: 1525 EXP

ITEM(S): NONE

THIS BATTLE IS EASY. TAKE NOTE THAT THE EMPRESS IS IMMUNE TO ANY MAGIC ATTACKS BUT IS WEAK TO ANY PHYSICAL ATTACKS. THE OPPOSITE IS TRUE FOR THE EMPEROR. TO MAKE THIS BATTLE QUICKER, YOU NEED TO USE ALL-OUT ATTACKS WHENEVER YOU CAN. TO DO THIS, (WHICH YOU CAN DO THE OTHER WAY AROUND AS WELL) ATTACK THE EMPEROR WITH A MAGIC ATTACK TO KNOCK DOWN. ONCE YOU GET ONE MORE ACTION, ATTACK THE EMPRESS WITH PHYSICAL WEAPONS. THE BATTLE SHOULD BE OVER IN NO TIME. AFTER A FEW MORE CONVERSATIONS, DH WILL END.

NEW TACTIC: KNOCK DOWN

6/9 Tue

EARLY MORNING
LUNCHTIME
AFTER SCHOOL
EVENING

- CONVERSATION WITH MITSURU
- CONVERSATION/ INVITES WITH FRIENDS
- FREE TIME!** (LEVEL UP SOME EXISTING SOCIAL LINKS!)
- YOU CAN SPEND SOME TIME IN THE MALL HERE SINCE YOU CAN'T VISIT TARTARUS AT THE MOMENT. YOUR CHARACTER COULD BE TIRED AS WELL. THE **ANTIQUA SHOP** HAS OPENED! IN FES, YOU CAN FUSE WEAPONS NOW. YOU'LL NEED TO COLLECT NIHIL SWORDS AND NIHIL GLOVES TO FUSE. THESE CAN BE FOUND BY DEFEATING GOLDEN SHADOWS. THE OWNER WILL GIVE YOU ONE NIHIL SWORD TO START WITH. NEW REQUESTS ARE AVAILABLE AS WELL.

LATE NIGHT

- SLEEP EARLY TO REGAIN STRENGTH



TIP: You won't get the fused weapon immediately. You will need to pick it up after a certain number of days. Also, the Antique Shop is open at evenings.

6/10 Wed

EARLY MORNING
MORNING
LUNCHTIME
AFTER SCHOOL
EVENING

- CONVERSATION WITH MITSURU
- LECTURE (STAY AWAKE OR DOZE OFF)
- CONVERSATION/ INVITES WITH FRIENDS
- FREE TIME!
- YOU CAN'T STILL GO TO TARTARUS FOR THE MEANTIME. SO SPEND SOME TIME IN THE MALL (CAFÉ OR KARAOKE TO INCREASE CHARM AND COURAGE RESPECTIVELY.)

TIP: There will be times that you will get multiple calls/ invites from friends to hangout with you during Sundays. You can only go out with one friend during Sundays. You can either decline the offer or cancel the earlier plan you had.

6/11 Thu

AFTER SCHOOL

- FREE TIME; CONVERSATION WITH TEAM. FUUKA HAS BEEN RELEASED FROM THE HOSPITAL. FIRST VISIT THE LABORATORY IN THE SCHOOL TO GET THE ANATOMICAL MODEL (THIS WILL HAPPEN ONLY IF YOU ACCEPTED THE REQUEST FOR "A SHELL OF A MAN.")

YOU CAN ALSO ASK ELIZABETH FOR A DATE TO COMPLETE HER REQUEST. GOING OUT ON A DATE WITH HER WON'T CONSUME THE WHOLE AFTERNOON SO YOU CAN STILL GO OUT WITH YOUR OTHER FRIENDS.

EVENING

- CONVERSATION WITH THE TEAM. YOU WILL LEARN THE PATTERNS OF POWERFUL SHADOWS. YOU CAN ALSO VISIT THE TARTARUS NOW IF YOU WANT.



6/12 Fri

EARLY MORNING
MORNING
AFTER SCHOOL
EVENING

DARK HOUR

- CONVERSATION WITH YUKARI
- OVERHEAR SOME CONVERSATION. SCENE WITH FULKA.
- FREE TIME!
 - CAN'T VISIT TARTARUS AT THE MOMENT. JUST SPEND YOUR NIGHT IN THE MALL.
 - THE MYSTERIOUS BOY WILL VISIT YOU. HE WILL ASK YOU TO BE HIS FRIEND. AGREE AND YOU WILL UNLOCK THE **DEATH ARCANA**. YOU WILL ALSO LEARN HIS NAME, PHAROS.

6/13 Sat

EARLY MORNING
AFTER SCHOOL
EVENING

- CONVERSATION WITH MITSURU
- FREE TIME.
 - CALL FROM ELIZABETH, REGARDING THE CHANGES WITHIN THE TARTARUS. (YOU CAN EXPLORE THE UPPER FLOORS) TALK TO FULKA IF YOU WANT TO VISIT THE TARTARUS THIS NIGHT. CHECK OUT THE NEW REQUESTS ONCE YOU HAVE THE CHANCE.



-TARTARUS-

YOU CAN NOW USE MITSURU AS AN ACTIVE PARTY MEMBER! AGAIN, FIND YOUR WAY TO THE TERMINALS FIRST, SAVE THEN EITHER CONTINUE UP OR HUNT THE SPECIFIED SHADOWS IN THE REQUESTS. MAKE SURE THAT ALL YOUR PARTY MEMBERS ARE WELL EQUIPPED AND DON'T FORGET TO ANALYZE EACH NEW ENEMY YOU'LL ENCOUNTER. THIS WILL GREATLY HELP YOU IN BATTLE. YOU CAN ALSO STORE 10 PERSONAS ONCE YOU GET TO LEVEL 20

(47F) BOSS: GOLDEN BEETLE (X3)

EXP: 190

ITEM(S): BEETLE HORN (X3)

NOTHING MUCH ABOUT THESE BOSSES; USE -ZIO SKILLS AGAINST THEM, PREFERABLY MAZIO TO HIT ALL OF THEM AND TO HAVE THE CHANCE TO PERFORM ALL-OUT ASSAULTS.



(59F) BOSS: INTREPID KNIGHT

EXP: 508

ITEM(S): SWORD OF QUEEN

THIS BOSS IS QUITE TOUGH, BUT SINCE HE HAS NO ELEMENTAL WEAKNESS OR STRENGTHS, PUMMEL HIM WITH ATTACK SKILLS. AS USUAL, ORDER YUKARI TO TAKE CARE OF HEALING/ SUPPORT WHILE THE OTHERS ARE SET TO ACT FREELY OR ASSIGN TARGET.



6/14 Sun

DAYTIME

- HANGOUT WITH FRIENDS IF YOU GET AN INVITE EARLIER THIS WEEK. IF NOT, YOU CAN EITHER GO OUT ALONE BY YOURSELF OR STAY HOME TO STUDY/ PLAY INNOCENT SIN WITH MAYA

EVENING

- FREE TIME

TIP: To complete Elizabeth's request # 16, make sure you visit the Nurse's office during the weekdays when your character's condition is **tired** or **sick**. Refuse to drink the concoction to get the Powerful Drug requested by Elizabeth.

6/15 Mon

**EARLY MORNING
AFTERNOON**

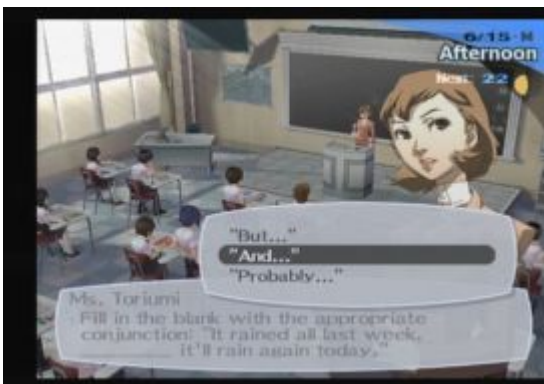
- CONVERSATION WITH YUKARI

- LECTURE; CHOOSE 2ND OPTION ("AND") TO COMPLETE THE SENTENCE.

**AFTERSCHOOL
EVENING**

- FREE TIME

- FREE TIME (CHECK STATUS, GO TO TARTARUS OR HANGOUT IN THE MALL TILL MIDNIGHT)



6/16 Tue

**Sidequest*

EARLY MORNING
LUNCHTIME
AFTER SCHOOL
EVENING

- CONVERSATION WITH MITSURU
- INVITES/ CONVERSATION WITH FRIENDS.
- FREE TIME.
- FREE TIME; TALK TO AKIHIKO TO GET **AMATEUR PROTEIN**. YOU MAY NOW GO TO PAULOWNIA MALL TO DO YOUR NORMAL ROUTINE.



6/17 Wed

EARLY MORNING
AFTERNOON
AFTER SCHOOL

- OVERHEAR CONVERSATION; LEARN MORE ABOUT OPENINGS IN THE ART/MUSIC/PHOTOGRAPHY CLUBS.
- LECTURE; SELECT 3RD ANSWER (SHAMANISM). YOUR CHARM WILL INCREASE FOR ANSWERING IT CORRECTLY.
- FREE TIME. YOU MAY WANT TO JOIN ANY OF THOSE CLUBS MENTIONED TO UNLOCK A NEW ARCANA.



JOIN ANY OF THE CLUBS. YOU WILL MEET KEISUKE AND FUKA. AFTER JOINING, YOU WILL UNLOCK A SOCIAL LINK FOR THE **FORTUNE ARCANA**. MEETINGS IN THE CLUB ARE HELD EVERY TUE/WED/THU.

6/18 Thu

EARLY MORNING
AFTER SCHOOL
EVENING

- OVERHEAR THE CONVERSATION
- FREE TIME!
- FREE TIME!

6/19 Fri

AFTER SCHOOL

- FREE TIME; IF YOUR COURAGE IS MAXED OUT (LV6-BADASS), FIND FUUKA AND TALK TO HER. SHE WILL ASK FOR YOUR HELP, PARTICULARLY TO BECOME HER GUINEA PIG. AFTER TASTING HER FOOD, TRY TO ENCOURAGE HER AND YOU WILL UNLOCK THE **PRIESTESS ARCANA**. TRY TO MAX OUT YOUR ACADEMICS TO GET, IN MY OPINION, ONE OF THE HOTTEST GIRLS IN THE SCHOOL. YUP, MITSURU-SEMPAI. :D

EVENING

- FREE TIME;

6/20 Sat *Sidequest

EARLY MORNING

- OVERHEAR CONVERSATION

AFTER SCHOOL

- CONVERSATION WITH TEAM; INFORMED ABOUT A MEETING. FIND YUKARI AND FUUKA PLAYING WITH A DOG IN FRONT OF THE DORM.

EVENING

- JUST READ THROUGH THE MEETING. WITH REQUEST # 96 ACCEPTED, TALK TO IKUTSUKI TO RECEIVE **GLASSES WIPE**. AFTER THAT, YOU CAN STILL GO OUT IF WANT. HEAD BACK TO ELIZABETH TO RECEIVE YOUR REWARD.



6/21 Sun

DAYTIME

- HANGOUT WITH FRIENDS IF YOU GET AN INVITE EARLIER THIS WEEK. IF NOT, YOU CAN EITHER GO OUT ALONE BY YOURSELF OR STAY HOME TO STUDY/ PLAY INNOCENT SIN WITH MAYA.

EVENING

- FREE TIME

6/22 Mon

EARLY MORNING

- CONVERSATION WITH YUKARI

AFTERNOON

- LECTURE; CHOOSE 3RD OPTION (JELLYFISH) YOUR CHARM WILL INCREASE AS WELL.

AFTER SCHOOL

- FREE TIME! **

EVENING

- FREE TIME. YOU WILL BE TOLD BY JUNPEI TO CHECK OUT THE EQUIPMENT IN THE COMMAND ROOM. EXAMINE TO CONSOLE TO WATCH A NEW RECORDING. ITS NOT AN IMPORTANT PART OF THE GAME BUT ITS PRETTY AMUSING SO I SUGGEST WATCHING IT WHEN YOU HAVE THE CHANCE.

DARK HOUR

- SCENE WITH SOME NEW DUDES.



6/23 Tue

- EARLY MORNING** - OVERHEAR CONVERSATION ABOUT A **REVENGE REQUEST WEBSITE**.
AFTER SCHOOL EVENING - FREE TIME.
- SCENE WITH AKI AND SHINJIRO; DO WHATEVER YOU LIKE AFTER THAT.

6/24 Wed

- EARLY MORNING** - CONVERSATION WITH JUNPEI
AFTER SCHOOL EVENING - FREE TIME
- FREE TIME

6/25 Thu

- AFTERNOON** - LECTURE. CHOOSE 1ST OPTION. (DOWSING) CHARM WILL INCREASE
AFTER SCHOOL EVENING - FREE TIME
- FREE TIME

6/26 Fri

- AFTER SCHOOL EVENING** - FREE TIME
- FREE TIME

6/27 Sat ***Sidequest**

- EARLY MORNING** - OVERHEAR CONVERSATION ABOUT PEOPLE FOUND UNCONSCIOUS.
AFTER SCHOOL - FREE TIME. YOU CAN FIND FULUKA STANDING BY THE HALLWAY, NEAR THE STAIRS. YOU NEED TO HAVE YOUR COURAGE LEVELED UP TO **BADASS** TO BE ABLE TO ASSIST HER.
EVENING - FREE TIME. IF YOU HAVE ACCEPTED ELIZABETH'S REQUEST # 97, TALK TO FULUKA TO RECEIVE A **POINSETTIA**. BRING IT TO ELIZABETH AND COLLECT YOUR REWARD.

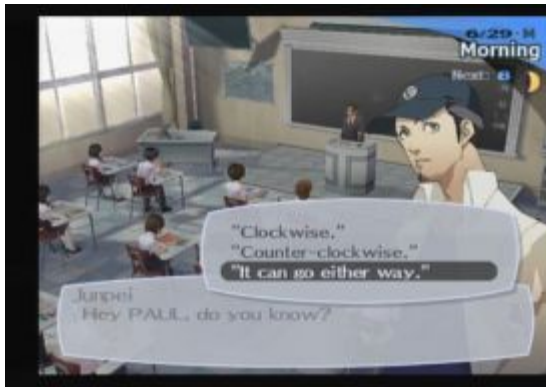
6/28 Sun

- DAYTIME** - HANGOUT WITH FRIENDS IF YOU GET AN INVITE EARLIER THIS WEEK. IF NOT, YOU CAN EITHER GO OUT ALONE BY YOURSELF OR STAY HOME TO STUDY/ PLAY INNOCENT SIN WITH MAYA.
EVENING - FREE TIME

6/29 Mon

- EARLY MORNING MORNING** - CONVERSATION WITH YUKARI
- LECTURE; GIVE THE 3RD OPTION TO ANSWER CORRECTLY (**IT CAN GO EITHER WAY**) (+CHARM). YOU WILL ALSO LEARN ABOUT THE EXAM FOR NEXT WEEK.
AFTER SCHOOL EVENING - FREE TIME
- SCENE WITH FULUKA AND YUKARI. SINCE THEY WON'T BE IN THE LOBBY, YOU WON'T BE ABLE TO GO TO TARTARUS TONIGHT.





6/30 Tue

AFTER SCHOOL
EVENING
DARK HOUR

- FREE TIME
- FREE TIME
- VISIT FROM PHAROS. WARNING ABOUT THE COMING FULL MOON.

7/1 Wed

EARLY MORNING
AFTER SCHOOL
EVENING

- CONVERSATION WITH MITSURU
- FREE TIME
- FREE TIME; YOU MAY WANT TO VISIT TARTARUS AND COMPLETE SOME TASKS IF YOU STILL HAVEN'T AT THIS POINT.

7/2 Thu

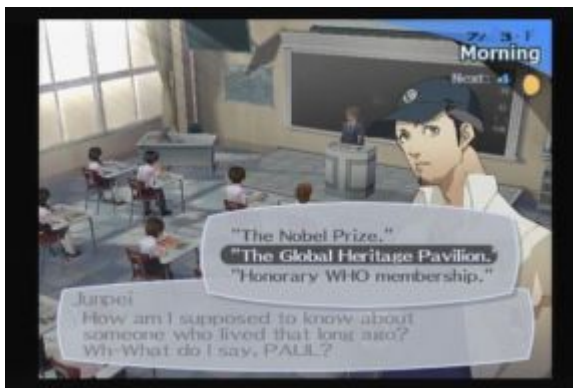
AFTER SCHOOL
EVENING

- FREE TIME
- FREE TIME

7/3 Fri

EARLY MORNING
MORNING
AFTER SCHOOL

- OVERHEAR CONVERSATION
- LECTURE; CHOOSE 2ND OPTION TO ANSWER THE QUESTION CORRECTLY. (THE GLOBAL HERITAGE PAVILION) (+CHARM)
- FREE TIME



7/4 Sat

EARLY MORNING - CONVERSATION WITH YUKARI
AFTER SCHOOL - FREE TIME**

IF YOUR **SOCIAL RANK WITH YUKO** IS **AT LEAST LEVEL 4**, SHE WILL MENTION A MONK THAT HANGS OUT IN NIGHT CLUBS. SINCE THERE IS ONLY ONE NIGHT CLUB IN THE CITY, GO THERE AFTER SCHOOL. MAKE SURE THAT YOUR COURAGE IS AT LEAST LEVEL 3 OR **TOUGH**. FIND THE MONK INSIDE CLUB ESCAPE, UPSTAIRS IN THE VIP LOUNGE OR SOMETHING. TALK TO HIM FIRST, THEN GO DOWN AND TALK TO THE BARTENDER. HE WILL ASK FOR YOUR HELP TO GET ALL THE ORDERS OF THE CUSTOMERS INSIDE THE CLUB. THERE ARE ONLY FOUR ORDERS YOU NEED TO TAKE; HOWEVER, THE CUSTOMERS WILL TEND TO CHANGE THEIR MINDS, THE GAME'S ATTEMPT TO CONFUSE YOU. IF YOU WANT, YOU CAN JUST JOT IT DOWN IN A PIECE OF PAPER. BUT IF YOU WANT IT QUICK, YOU CAN JUST REFER TO THE ORDERS BELOW. I DON'T KNOW IF THIS IS RANDOMIZED IN OTHER GAME FILES THOUGH...

(JUST IGNORE THE GIRL SITTING NEAR THE BARTENDER)

DANCING GIRL - SCREWDRIVER

DANCING GUY - OOLONG TEA

SITTING GIRL AT THE BACK - BLOODY MARY

GIRL IN FRONT OF THE TABLE - MARGARITA

TALK TO THE BARTENDER AND GIVE THE CORRECT ORDERS. ONCE YOU GOT THEM ALL CORRECTLY, TALK TO THE MONK. YOU WILL BE ABLE TO UNLOCK THE **TOWER ARCANA!** THE MONK IS IN THE CLUB DURING **THU, FRI, SAT, SUN**.

7/5 Sun

Deadline

DAYTIME - FREE TIME IF YOU DON'T HAVE PLANS WITH ANY OF YOUR FRIENDS.
EVENING - FREE TIME

7/6 Mon

EARLY MORNING - CONVERSATION WITH JUNPEI
AFTER SCHOOL - FREE TIME; BUT SINCE THE FULL MOON IS TOMORROW, I SUGGEST VISITING THE OFFICER KUROSAWA IN THE POLICE STATION IN PAULOWNIA MALL. UPGRADE ALL YOUR TEAM MATE'S EQUIPMENT AND TRY TO STOCK SOME HEALING ITEMS AS WELL. IF YOU HAVE SOME GEMS TO SPARE, TRY TO EXCHANGE IT FOR SOME USEFUL ITEMS AND CARDS INSIDE THE ANTIQUE SHOP.
EVENING - FREE TIME

7/7 Tue

FULL MOON

EARLY MORNING - CONVERSATION WITH FULUKA
DARK HOUR - THE DAY WILL PASS BY AND YOU WILL ENTER THE DARK HOUR IMMEDIATELY.

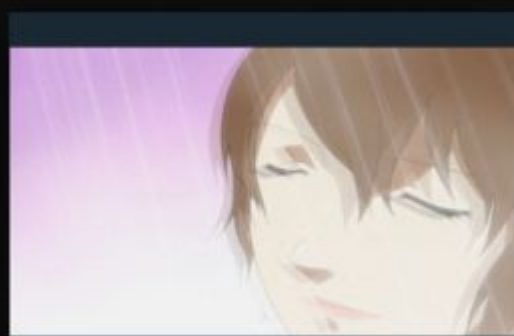
AFTER A BRIEF SCENE, CHOOSE YOUR PARTY MEMBERS AND HEAD OUT. YUKARI WILL BE A FIXED MEMBER IN THIS MISSION. YOU WILL START INSIDE A HOTEL IN SHIRIKAWA BLVD. NOT MUCH TO DO HERE FOR THE MEANTIME SO JUST FIND THE STAIRS AND HEAD TO THE 3RD FLOOR. ONCE THERE, FIND A LARGE DOOR. THE BOSS IS THERE.





BOSS: HIEROPHANT
EXP: 3026
ITEM(S): NONE
NUL: LIGHT, DARKNESS
REPEL: LIGHTNING

THIS BOSS CAN CHARM YOUR PARTY MEMBERS WHICH CAN CAUSE A LOT OF PROBLEMS IF NOT TAKEN CARE OF IMMEDIATELY. IF YOU SOME ME PATRA GEMS, THEY WILL PROVE HANDY IN THIS BATTLE. JUST ATTACK IT WITH EVERYTHING YOU GOT, EXCEPT FOR THE ELEMENTS MENTIONED ABOVE. THIS BATTLE IS EASY, ACTUALLY; BUT I HOPE YOU WON'T BE SURPRISED TO KNOW THAT THIS IS NOT THE ONLY BOSS HERE.



AFTER THE BATTLE, EXAMINE THE LARGE MIRROR IN THE WALL. ANOTHER WEIRD THING WILL HAPPEN AND A SEXY CUTSCENE WILL TAKE PLACE. AFTER THAT, YOU WILL FIND YOURSELF INSIDE ONE OF THE SLEAZY ROOMS OF THE HOTEL. A VOICE IN YOUR HEAD WILL ENTICE YOU ABOUT SOME REALLY "TEMPTING" STUFF. WELL, EVEN IF YOU GIVE IN WITH THE CHOICES, THE STORY WON'T PROCEED UNLESS YOU RESIST. SO GOES FOR THE CHOICES...



GO THROUGH A FEW MORE SCENES AND SOME AWKWARD MOMENTS. AFTER GAINING CONTROL, HEAD OUT THE ROOM, THEN HEAD TO THE SECOND FLOOR TO FIND THE OTHERS. WELL, THE SAME THING HAPPENED TO THEM AND YOU AFTER A MOMENT OF GAUCHE BETWEEN YOUR PARTY MEMBERS YOU WILL NOW NEED TO GET OVER WITH YOUR NEXT TASK. APPARENTLY, ANOTHER SHADOW IS LURKING NEARBY AND HAS THE CAPABILITY TO PLAY WITH THE MINDS OF ITS VICTIMS. YOU WON'T BE ABLE TO FACE IT UNLESS YOU GET RID OF THE SEALS PROTECTING IT.

THESE ARE MIRRORS INSIDE EACH ROOMS, BUT RANDOMLY BREAKING THOSE MIRRORS WILL JUST TRANSPORT YOU TO YOUR STARTING ROOM. JUST LOOK OUT FOR THE MIRRORS WHERE YOU HAVE **NO REFLECTION**. I FOUND THOSE MIRRORS IN ROOMS **305** (2F) AND **304** (3F). SOME MINOR SHADOWS WILL BE ROAMING THE AREA AS WELL.

AFTER DESTROYING ALL THE MIRRORS, YOU CAN JUST ENTER THE SAME LARGE ROOM WHERE YOU DEFEATED THE HIEROPHANT EARLIER. PREPARE FOR THE LAST BATTLE OF THE NIGHT.



BOSS: LOVERS

EXP: 3277

ITEM(S): NONE

NUL: LIGHT, DARKNESS

THIS BOSS IS PRETTY MUCH THE SAME AS THE HIEROPHANT. JUST ATTACK NORMALLY AND HAVE SOME ME PATRA GEMS READY. THIS BOSS CAN CHARM CHARACTERS AS WELL SO AS MUCH AS POSSIBLE HEAL THEM QUICKLY ONCE INFLECTED. AFTER DEFEATING THE BOSS, WATCH THROUGH SOME SCENES, INCLUDING THE APPEARANCE OF STREGGA MEMBERS.

YOUR FOOL ARCANA RANK WILL INCREASE BY 1.

NEW TACTIC: FULL ASSAULT

7/8 Wed

EARLY MORNING
MORNING

AFTER SCHOOL

EVENING

- OVERHEAR CONVERSATION REGARDING THE INCOMING EXAMS.

- LECTURE; REMINDER ABOUT THE EXAMS.

- CHOOSE 2ND ANSWER. ("I FAILED, IT'S OVER NOW") (+CHARM)

-FREE TIME; YOU CAN VISIT THE VELVET ROOM AND CHECK OUT THE NEW REQUESTS AS WELL. YOU CAN ALSO CHECK OUT THE NEW EQUIPMENTS, COURTESY OF OFFICER KIROSAWA.

- AFTER THE MISSION, ALL OF YOU COULD BE TIRED. SO AFTER GOING OUT IN THE MALL, SLEEP EARLY.



TIP: If you didn't visit or hangout any of your friends for the whole TWO MONTHS, they will get upset and may refuse to talk to you. When that happens, your Social Rank with them will be set on REVERSE. Try to avoid this by at least going out with them once in a while. This will be a challenge especially to the guys that you can only meet during Sundays. (Well, Chihiro kept me busy☺) The only way to get things back to normal is to find your friend and reconcile. Depending on how close you were, he/she may turn you down at first but keep on trying and they'll agree. Or better yet, consult the fortunes in Nagasaki Shrine

7/9 Thu

- EARLY MORNING** - OVERHEAR CONVERSATION. LEARN ABOUT THOSE MISSING STUDENTS, 10 YEARS AGO
- MORNING** - LECTURE; CHOOSE 2ND ANSWER***. (*KONDAN EINEN SHIZAIHOU*) (+CHARM)
- AFTER SCHOOL** - FREE TIME; SINCE SOME OF YOUR FRIENDS WON'T BE THERE BECAUSE OF THE EXAMS. SO, TAKE YOUR TIME TO VISIT SOME PLACES OR HANGOUT WITH SOME OF YOUR OFF-SCHOOL FRIENDS.

WHILE YOU'RE AT IT, THERE IS A REQUEST FROM ELIZABETH TO FEED A CAT. BUY SEVERAL SUPER CAT FOOD FROM THE PHARMACY AND FIND THE CAT IN THE BACK ALLEY OF PORT ISLAND STATION. INCLUDE THIS AS PART OF YOUR AFTER SCHOOL TASKS FOR A FEW DAYS TO COMPLETE THE REQUEST

- EVENING** - CALL FROM ELIZABETH. THE BLOCKED AREA BEFORE IS NOW ACCESSIBLE. FUKA AND MITSURU WON'T BE IN THE DORM SO YOU CAN'T GO TO TARTARUS FOR NOW.

***TAKE NOTE OF THE QUESTIONS HERE SINCE THEY WILL BE ASKED DURING THE FINALS.

7/10 Fri

- MORNING** - CHOOSE 3RD ANSWER (KABBALAH). (+CHARM)
- AFTER SCHOOL** - FREE TIME; SAME THING; SOME OF YOUR FRIENDS WON'T BE THERE BECAUSE OF THE FINALS.
- EVENING** - FREE TIME;

7/11 Sat

- EARLY MORNING** - CONVERSATION WITH JUNPEI
- MORNING** - LECTURE; 2ND ANSWER, (*IMPERIAL PRINCE*) (+CHARM)
- AFTER SCHOOL** - TEXT MESSAGE FROM AKIHIKO; FREE TIME
- EVENING** - MEETING ROOM. AFTER SOME REVELATIONS, YOU WILL HAVE YOUR FREE TIME. JUST GO OUT TO THE MALL SINCE YOU GUYS CAN'T GO TO TARTARUS FOR THE MEANTIME.



7/12 Sun



DAYTIME

EVENING

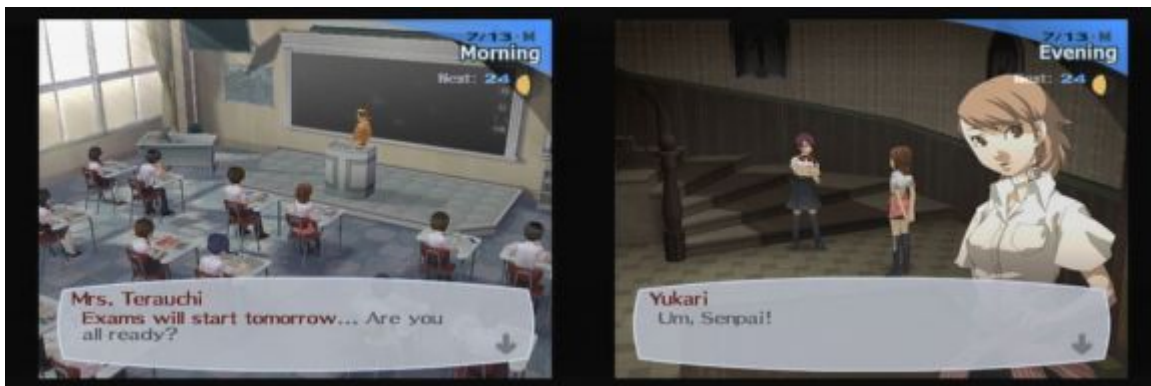
DARK HOUR

- YOU WILL SEE SCENES WITH EACH OF YOUR CHARACTERS. THE CONVERSATION LAST NIGHT LEFT THEM THINKING. SO AFTER THAT, YOU WILL HAVE YOUR USUAL FREE TIME.
- CAN'T GO TO TARTARUS FOR THE MEANTIME. JUST GO OUT TILL MIDNIGHT.
- SCENE WITH PHAROS. AFTER HE LEAVES, YOU WILL HAVE +1 DEATH ARCANA

7/13 Mon

EARLY MORNING
MORNING
AFTER SCHOOL
EVENING

- CONVERSATION ABOUT THE FINALS TOMORROW
- LECTURE; (STAY AWAKE OR DOZE OFF)
- FREE TIME
- SCENE WITH YOUR TEAM. LEARN ABOUT YOUR TEAM'S OUT OF TOWN TRIP. MITSURU AND YUKARI WILL GET ALONG AGAIN.



7/14 Tue-7/18 **Final Exams**

JUST LIKE THE LAST TIME, THE GAME WILL AUTOMATICALLY CONTINUE UNTIL THE EXAMS ARE FINISHED. YOU WON'T BE ABLE TO DO ANYTHING UNTIL THE EXAM ENDS.

MORNING

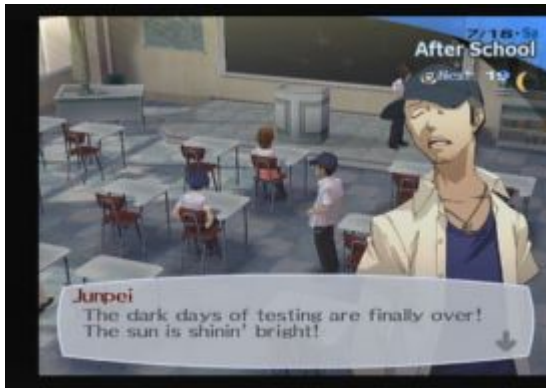
- START OF THE FINALS. SELECT 2ND CHOICE (**DOWNSING**) TO ANSWER THE QUESTION CORRECTLY.

7/15 - 2) OCTUPUS

7/16 - 2) MINAMOTO NO YORITOMO

7/17 - 1) I WENT. I LEARNED

7/18 Sat Last day of Exams



EARLY MORNING
MORNING
AFTER SCHOOL
EVENING

- CONVERSATION WITH JUNPEI
- LAST PART OF THE EXAM. THIS WILL GO ON AUTOMATICALLY.
- SCENE WITH TEAM. MEET YOUR NEW PROSPECTIVE MEMBER, THE KID NAMED KEN.
- IF YOU STILL HAVEN'T DONE SO, VISIT TARTARUS AND COMPLETE SOME QUESTS. YOU DON'T WANT TO RUN OUT OF TIME BEFORE THE NEXT FULL MOON SO MAXIMIZE YOUR TIME THERE.

- TARTARUS -



AS USUAL, NEW ENEMIES WILL BE HERE. I WILL RUN DOWN SOME OF THE ENEMIES' WEAKNESSES. THIS WILL HELP IN SURVIVING THE UPCOMING BATTLES AS YOU CLEAR EACH FLOOR. AT THIS POINT, YOUR CHARACTER SHOULD REACH OR ALREADY AROUND LEVEL 30. YOU WILL BE ABLE TO CARRY 12 PERSONAS ONCE YOU GAIN THAT LEVEL.

WILD DRIVE - ZIO/ LIGHTNING
SILENT BOOK - AGI/ FIRE
MAH WHEEL - ZIO/ LIGHTNING
INDOLENT MAYA - PIERCING ATTACKS

CREATION RELIC*** - MUDO/ DARKNESS
KILLER TWINS - AGI/ FIRE
AVENGER KNIGHT - HAMA/ LIGHT.
DOGMATIC TOWER - NONE

TRY TO MAKE YOUR WAY TO THE FIRST TERMINAL IN THIS BLOCK. IT IS OKAY IF YOU CAN'T DEFEAT THE BOSS HERE AT THE MOMENT. ACTIVATING THE TERMINAL AND SAVING IS MORE IMPORTANT.



(72F) BOSS: FURIOUS GIGAS (X3)

EXP: 235

ITEM(S): GOLDEN BEARD (X3)

THESE GUYS ARE JUST LIKE THE PREVIOUS HULK-HOGAN LOOK-ALIKES YOU PREVIOUSLY FOUGHT. THIS TIME, THEY ARE WEAK AGAINST WIND/ GARU ATTACKS. USE ALL-OUT ATTACKS AS OFTEN AS POSSIBLE TO DEFEAT THEM QUICKLY.



(85F) BOSS: FANATIC TOWER (X3)

EXP: 628

ITEM(S): MAGIC MIRROR (X3)

REPEL: LIGHTNING, FIRE AND ICE

SINCE THIS BOSS HAS NO WEAKNESS, YOU MAY RESORT TO JUST THE BASIC ATTACKING. IT REFLECTS FIRE, LIGHTNING AND ICE ATTACKS. USES POISON. JUST KEEP ONE OF YOUR CHARACTERS TAKE CARE OF THE HEALING.

YOU WILL FIND THE OLD DOCUMENT 04 IN THE 89TH FLOOR. THE PATH IS BLOCKED SO JUST GO BACK FOR NOW.

7/19 Sun

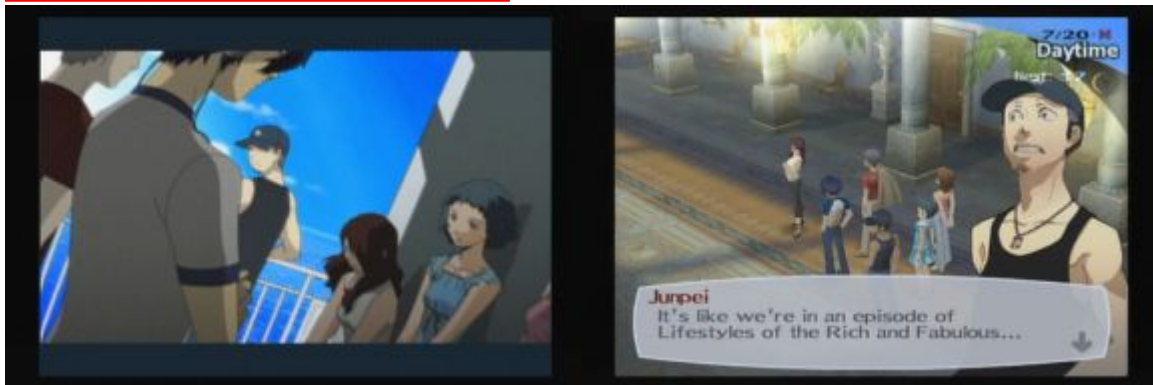
DAYTIME

- SUMMER BREAK WILL START SOON. YOU WON'T BE ABLE TO SEE YOUR SCHOOL MATES FOR THE MEANTIME BUT FROM TIME TO TIME, THEY WILL CALL YOU AND INVITE YOU TO GO OUT. SO, DO WHATEVER YOU WANT UNTIL THEN. TRY TO RAISE YOUR ATTRIBUTES AS MUCH AS POSSIBLE DURING THIS FREE PERIOD.

EVENING

- FREE TIME.

7/20 Mon Trip to Yakushima

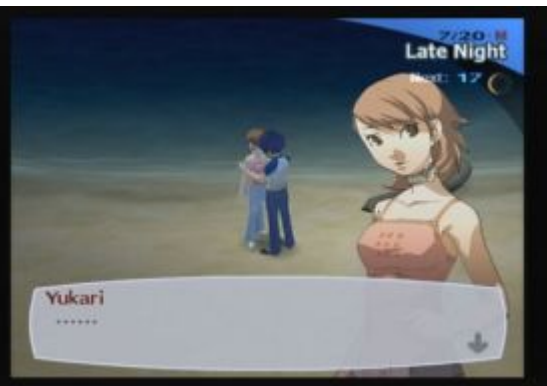


DAYTIME

- YOUR TRIP TO YAKUSHIMA STARTS NOW. YOU WILL BE STAYING THERE FOR 4 DAYS AND 3 NIGHTS.



ONCE YOU REACH KIRIJO FAMILY'S MANSION, READ THROUGH A FEW SCENES. AFTER THAT YOU WILL FIND YOURSELF IN THE BEACH. JUNPEI WILL PRETTY MUCH START GETTING EXCITED, AFTER SEEING THE GIRLS IN THEIR SWIMSUITS. TALK TO AKI TO SAVE THE GAME. TALK TO EVERYONE FIRST THEN EXIT ONCE DONE.



EVENING - IN THE EVENING, WATCH SOME MORE SCENES. LEARN MORE ABOUT THE INCIDENT 10 YEARS AGO AND THE TRUTH BEHIND THE SHADOWS AND THE TARTARUS. YUKARI WILL GET EMOTIONAL AFTER LEARNING THE BITTER TRUTH. YOU WILL BE GIVEN THE OPTION TO CHASE AFTER HER AND COMFORT HER. NOT UNTIL JUNPEI COMES IN AND RUINS THE MAGIC MOMENT. LOL. ;D

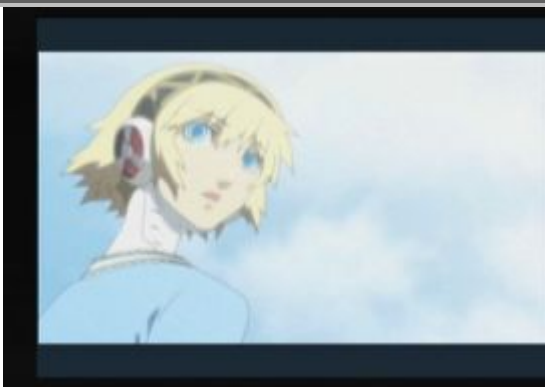
7/21 Tue

DAYTIME - THE GIRLS AND THE BOYS WILL HAVE THEIR OWN TRIPS FOR TODAY. THE GIRLS WENT OUT TO THE WOODS WHILE THE BOYS HANG OUT IN THE BEACH. AFTER LEARNING AN EMERGENCY FROM THE CHAIRMAN, THE CONTROL SWITCHES OVER TO THE MAIN CHARACTER.

AS JUNPEI SUGGESTED, YOU MAY INITIATE HIS SELF-DUBBED "OPERATION: BABE HUNT". FOR THE SAKE OF IT, JUST AGREE. :D



IT DOESN'T MATTER HOW MUCH YOU TRY HITTING ON THOSE GIRLS. YOU ARE REALLY DESTINED TO FAIL SOMEHOW. JUST HAVE FUN IN THE OPERATION. THE LAST GIRL YOU'LL INVITE IS REALLY HILARIOUS. JUST FIND IT OUT YOURSELF.



THE VERY LAST GIRL YOU GUYS WILL ATTEMPT TO HIT IS SOMEHOW MYSTERIOUS AND CUTE. IN THE GAME OF "ROCK-PAPER-SCISSORS", YOU WILL ALWAYS LOSE; THUS YOU WILL TAKE YOUR TURN LAST. IT IS SCRIPTED ACTUALLY.

THE GIRL WILL SOMEHOW RECOGNIZE YOU AND WILL RUN OUT IN THE FOREST. CHASE AFTER HERE. YOU WILL FIND HER HIDING BEHIND THE SIGN BY THE TREE. AFTER SOME CONVERSATION, YOU WILL LEARN THAT SHE WAS THE WEAPON THE GIRLS ARE LOOKING FOR.



EVENING

- YOU WILL LEARN THAT THE GIRL IS ACTUALLY A BATTLE DROID BY THE NAME OF AIGIS. SOMEHOW, SHE SHOWS SOME ATTACHMENT TO THE MAIN CHARACTER WITH NO PARTICULAR REASON. SHE IS NOW AN OFFICIAL MEMBER OF SEES. YOU CAN BRING HER TO THE TARTARUS ONCE YOU GET BACK.

7/22 Wed



DAYTIME

- THIS IS THE LAST DAY OF YOUR TRIP HERE. YOU CAN'T DO ANYTHING SINCE THE DAY WILL BE SPENT AUTOMATICALLY. WATCH THE SCENES.

EVENING

- BACK IN THE CITY, WATCH THE SCENE WITH SHINJI.

7/23 Thu

EVENING - IT WILL BE AUTOMATICALLY EVENING WHEN YOU ARRIVE AT THE DORM. YOU CAN'T GO TO TARTARUS JUST YET SINCE EVERYBODY'S TIRED. JUST GO OUT TO THE MALL AND SLEEP EARLY TO RECOVER YOUR ENERGY.

7/24 Fri

EARLY MORNING - AIGIS WILL SNEAK INTO YOUR ROOM AND WAKE YOU UP. AFTER A FEW MORE CONVERSATIONS, YOU WILL BE ON YOUR WAY TO SCHOOL. YOU WILL HAVE A CONVERSATION WITH JUNPEI ON YOUR WAY TO SCHOOL.

LUNCHTIME - EXAM RESULTS WILL BE POSTED. IF YOU HAVE HIGH GRADES, YOUR CLASSMATES WILL LOOK UP TO YOU. YOUR CHARM WILL INCREASE AS WELL.

AFTER SCHOOL - FREE TIME
EVENING - FREE TIME; I SUGGEST TAKING AIGIS FOR SOME EXCURSION IN THE TARTARUS AND LEARN OF HER ABILITIES.

- TARTARUS -



SOME THINGS YOU NEED TO KNOW ABOUT AIGIS:

- HER PERSONA SPECIALIZES IN FRONTAL/ PHYSICAL ATTACKS. DUE TO THAT, MOST OF HER ATTACKS CONSUME HER HP INSTEAD OF SP. MAKE SURE YOU KEEP AN EYE ON HER HP DURING BATTLES. MAKE SURE A HEALER IS WITH THE PARTY OR YOU HAVE A GOOD NUMBER OF HEALING ITEMS ON STOCK.
- HER SUPPORT SKILLS ARE MOST OF THE TIME, PARTY BUFFS.
- HER ATTACK TYPE IS PIERCING AND SHE HAS HIGH DEFENSE AGAINST PIERCING ATTACKS. HOWEVER, SHE IS WEAK TO LIGHTNING. SHE ALSO HAS A HIGH CRITICAL RATE.
- ORGIA MODE IS HER UNIQUE TACTIC OR COMMAND.

ORGIA MODE

THIS REMOVES THE LIMITER IN AIGIS' SYSTEM. THIS CAN BE CONSIDERED AS HER HYPER MODE OR THE LIKE. THOUGH IT BOOSTS HER ATTACK, DEFENSE AND SPEED SIGNIFICANTLY, ONCE ACTIVE, YOU CAN'T GIVE ORDERS TO HER AND SHE CAN'T USE RECOVERY ITEMS TO THE OTHERS.

ALSO, A FEW TURNS AFTER USING IT, SHE WILL ENTER "COOLDOWN MODE". IN THIS MODE, SHE WILL JUST WAIT OUT UNTIL SHE RECOVERS.

THIS OPTION CAN BE ACCESSED FROM THE "TACTICS" MENU



ALSO, AFTER REACHING A FEW LEVELS, FUUKA'S PERSONA WILL LEARN THE SKILL "THIRD EYE". THIS WILL ENABLE YOU GUYS TO KNOW WHETHER THE ATTACK WILL WORK ON THE ENEMIES OR NOT. (REFER TO THE 2ND IMAGE ABOVE) HOWEVER, IT CAN'T SHOW THE ENEMIES' WEAKNESSES WITHOUT SCANNING THEM FIRST.

TIP: When Fuuka analyzes the whole floor and states that there are no enemies there, examine all rooms thoroughly. Most of the time, they contain chests. There is also a very rare occurrence when the whole floor has only rare (golden) shadows.

7/25 Sat

EARLY MORNING
MORNING
AFTER SCHOOL

- CONVERSATION WITH JUNPEI
- LECTURE; STAY AWAKE OR DOZE OFF
- YOUR COACH FROM THE ATHLETIC CLUB WILL APPROACH YOU ABOUT THE TOURNAMENT ON AUG 2. YOU WILL BE SPENDING YOUR DAYS IN THE SCHOOL FOR THE SPECIAL TRAINING FROM JULY 27 TO AUG 1. ONCE YOU GAIN CONTROL OF YOUR CHARACTER, YOU CAN CHECK OUT SOME NEW EQUIPMENT IN THE POLICE STATION.

***IF YOUR CHARM IS ALREADY MAXED OUT (CHARISMATIC), TALK TO YUKARI. AFTER GETTING A LOT CLOSER TO HER, UNLOCK **LOVERS ARCANA**. NOW YOU CAN GET YOUR REAL CHANCE! NOW YOU CAN GO HOME WITH HER TOGETHER AFTER CLASS.

EVENING

- SCENE WITH AKI AND STREGGA. KEN WILL BE STAYING IN THE DORM FROM NOW ON AS WELL; FREE TIME.

LATE NIGHT

- YOU MAY RECEIVE AN INVITATION FROM ONE OF YOUR FRIENDS IF YOU DECIDE TO STAY AT THE DORM FOR THE NIGHT.

7/26 Sun

DAYTIME

- IF YOU HAVE PLANS WITH SOMEONE, THEN YOUR DAY WILL BE AUTOMATICALLY BE SPENT WITH HIM/HER. IF NOT, YOU HAVE THE OPTION TO PLAY WITH MAYA OR TO GO SOMEWHERE ELSE.

EVENING

- FREE TIME. YOU CAN VISIT THE TARTARUS IF YOU WANT; YOU WILL START TRAINING STARTING TOMORROW.

7/27 Mon

DAYTIME
EVENING

- TRAINING
- FREE TIME.

7/28 Tue

DAYTIME
EVENING

- TRAINING
- FREE TIME.

7/29 Wed



DAYTIME
EVENING
DARK HOUR

- TRAINING
- FREE TIME; CAN'T GO TO TARTARUS FOR THE MEANTIME.
- YOU WILL RECEIVE A NOTIFICATION FROM FUUKA. AFTER SOME SCENES, YOU WILL DISCOVER THAT THE STRAY SHADOW WAS DEFEATED ALREADY... BY A DOG.

7/30 Thu

DAYTIME
EVENING
DARK HOUR

- TRAINING
- FREE TIME; CAN'T GO TO TARTARUS FOR THE MEANTIME.
- VISIT FROM PHAROS. HE WILL WARN YOU AGAIN ABOUT THE INCOMING FULL MOON.

7/31 Fri

DAYTIME
EVENING

- TRAINING
- FREE TIME.

8/1 Sat

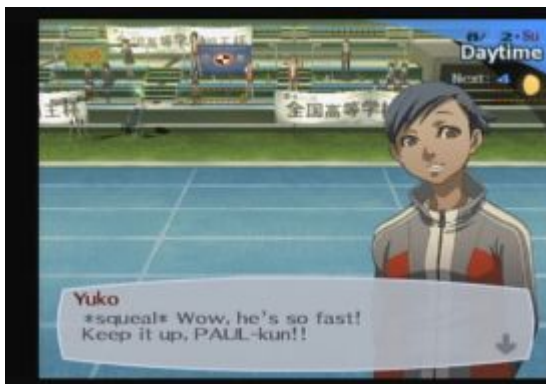
DAYTIME
EVENING

- LAST DAY OF TRAINING
- FREE TIME.

8/2 Sun

DAYTIME - REGIONAL TOURNAMENT

WATCH THE SCENES. AFTER THE TOURNAMENT, THE STAR PLAYER FROM THE RIVAL SCHOOL WILL APPROACH YOU AND INVITE YOU TO HANG OUT WITH HIM. MEET MAMORU HAYASE.



FIND HIM IN IWATODAI STRIP MALL, IN FRONT OF BOOKWORMS USED BOOK STORE. YOU CAN ONLY INVITE HIM IF YOUR COURAGE IS LV4 OR **TOUGH**.

8/3 Mon

DAYTIME - FREE TIME
EVENING - FREE TIME; IF YOU HAVE NOTHING TO DO, GO TO IWATODAI STRIP MALL AND MEET MAMORU. IF YOU HAVE MET THE REQUIRED COURAGE LEVEL, HE WILL TALK TO YOU. UNLOCK **STAR ARCANA**!

8/4 Tue

Deadline

DAYTIME - FREE TIME.
EVENING - FREE TIME.

8/5 Wed

DAYTIME - FREE TIME.
EVENING - FREE TIME

8/6 Thu

FULL MOON



DARK HOUR - START OF ANOTHER LONG NIGHT. WELL, THIS WILL ACTUALLY BE SHORT SINCE EVERYTHING IS STRAIGHTFORWARD. AFTER THE SCENE IN THE MEETING ROOM, YOUR TEAM WILL VISIT THE UNDERGROUND WEAPONS DEPOT IN IWATODAI. ONCE THERE, JIN AND TAKAYA OF STREGGA WILL MAKE AN APPEARANCE AGAIN AND WILL TRAP THE GROUP INSIDE.

THE PATH IS STRAIGHT. KEEP HEADING DOWN. YOU MAY ENCOUNTER A COUPLE OF ENEMIES BEFORE EVENTUALLY FACING THE BOSS. TRY TO SCAN THEM SINCE THEY WILL BE THE NEW COMMON ENEMIES IN THE NEXT BLOCK YOU'LL UNLOCK AFTER DEFEATING THE BOSS HERE.



BOSS: JUSTICE AND CHARIOT
EXP: 5001
ITEM(S): NONE
STR: LIGHT AND DARKNESS

BASICALLY, THEY DON'T HAVE ANY SPECIFIC WEAKNESSES. SO JUST ATTACK IT NORMALLY. AS USUAL, MAKE SURE THAT YOU BRING A HEALER, EITHER MITSURU OR YUKARI AND SET THEM TO SUPPORT/HEAL. FOR THE FIRST PART, THEY FIGHT AS ONE. THEY SHARE ONE LIFE BAR IN THIS FORM SO MAKE SURE YOU ATTACK THEM WITH ALL YOU GOT, EXCEPT FOR THEIR STRENGTHS. AFTER DAMAGING THEM A BIT, THEY WILL SEPARATE. WHEN THAT HAPPENS, ATTACK ONE TARGET AT A TIME. USING GROUP DAMAGING ATTACKS CAN ALSO MAKE THE BATTLE EASIER WHILE THEY ARE SEPARATED. AFTER SOME MORE SCENES, THE DAY WILL END.

NEW TACTIC: SAME TARGET

8/7 Fri

DAYTIME - FREE TIME.
EVENING - FREE TIME; CAN'T GO TO TARTARUS FOR TONIGHT.
DARK HOUR - PHAROS WILL VISIT YOU AGAIN; (+1 DEATH ARCANA)

8/8 Sat

EARLY MORNING - PHONE CALL FROM ELIZABETH. YOU ARE INFORMED ABOUT THE CHANGE IN TARTARUS.

DAYTIME - CONVERSATION WITH MITSURU. SHE WILL INFORM YOU ABOUT THE MEETING TONIGHT. FREE TIME. CHECK OUT SOME NEW EQUIPMENTS AS WELL. YOUR PARTY'S **BATHING SUITS** ARE AVAILABLE FROM THE POLICE STATION NOW. ALSO, YOU CAN COMPLETE TWO NEW REQUESTS FROM ELIZABETH.

EVENING - MEETING. MEET YOUR NEW MEMBER. KORO-CHAN! YOU WILL BE INFORMED ABOUT THE SUMMER CLASSES THAT YOU WILL ATTEND NEXT WEEK



I SUGGEST VISITING TARTARUS TONIGHT. BRING YOUR NEW ALLY AND FAMILIARIZE YOURSELF WITH HIS ATTACKS AND FIGHTING STYLE. YOU CAN ALSO CHECK THE NEW REQUESTS. ACCEPT ELIZABETH'S REQUEST TO ESCORT HER TO THE SHRINE.

- TARTARUS -



(98F) BOSS: MAGICAL MAGUS (X3)

EXP: 550

ITEM(S): SAPPHIRE (X1)

WEAK: AGI/ MARAGI/ FIRE

THIS BOSS CAN BE A PAIN IN THE BUTT IF LEFT ON THEIR OWN. YOU NEED TO USE MARAGI AND ALL-OUT ATTACKS FOR BEST RESULTS.



(110F) BOSS: NATURAL DANCER

EXP: 1473

ITEM(S): CUP OF QUEEN (X1)

STR: FIRE

IMMUNE: WIND

THIS BOSS DOESN'T HAVE ANY PARTICULAR WEAKNESS SO YOU NEED TO ATTACK IT THE OLD FASHIONED WAY. USING STATUS EFFECTS ON THIS BOSS IS QUITE EFFECTIVE. THE ONLY WAY YOU CAN WIN QUICKER IS BY USING AND ALL OUT ATTACK. HAVING YUKARI (SHE IS STRONG AGAINST WIND ATTACKS) IN THIS BATTLE WILL HELP SINCE SHE CAN WITHSTAND THIS BOSS' POWERFUL ATTACK AND PROVIDE HEALING TO THE TEAM AS WELL.

FIND THE OLD DOCUMENT # 05 @ 114F

YOU CAN ACTUALLY COMPLETE ALL THESE REQUESTS IN ONE NIGHT IF YOU ARE PERSISTENT. SINCE YOU HAVE ALMOST A COMPLETE SET OF MEMBERS, YOU CAN GO FOR TWO FULL PARTIES EVEN IF YOU ARE TIRED ALREADY.

(ENEMY - WEAKNESS)

CHAMPION KNIGHT*** - WIND

SHOUTING TIARA** - ICE

SUPREME HAND*** - SLASH ATTACKS

MINOTAUR IV - FIRE

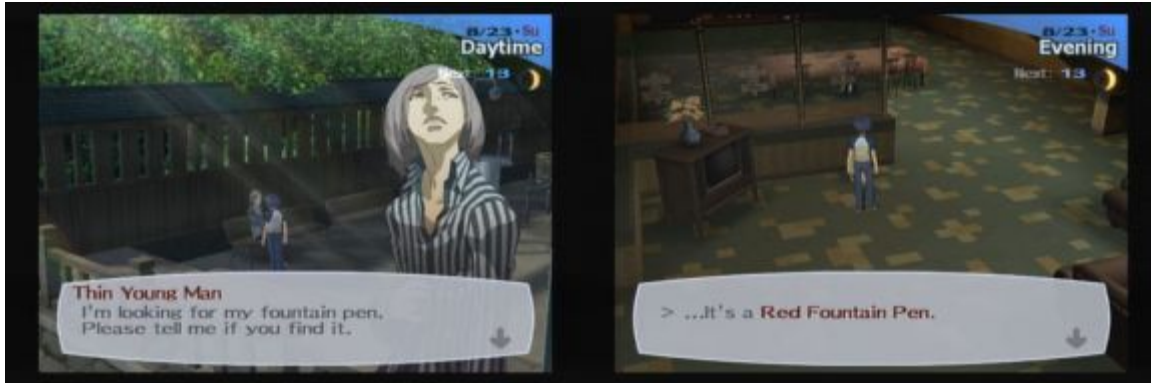
*** - USE NORMAL SLASH ATTACKS TO DEFEAT THIS RARE SHADOW IN ONE HIT. YOU WILL OBTAIN THE BRONZE MEDAL ONCE FROM THIS ENEMY AS LONG AS YOU ACCEPTED ELIZABETH'S REQUEST. AFTER THAT, IT WILL DROP ZERO EXP AND A PIECE OF SUPREME COIN. THESE CAN BE SOLD FOR A GOOD AMOUNT OF YEN.



**THIS ENEMY ALWAYS APPEARS IN PAIRS. THEY ARE THOSE "STRONG" ENEMIES THAT ARE GLOWING PINK/RED. THEY ARE DANGEROUS IF THEY GET THEIR TURN SO MAKE SURE YOU SNEAK BEHIND THEM TO HAVE AN ADVANTAGE. THEIR HEAT WAVE ATTACK COULD BE REALLY DEVASTATING.

** THESE ENEMIES ARE FREQUENT IN THE FLOORS MENTIONED. THEY APPEAR BY 3'S OR 4'S SO YOU CAN COLLECT THEIR HAIR QUITE EASILY.

8/9 Sun



DAYTIME

- I SUGGEST VISITING THE PALE YOUNG MAN IN THE SHRINE. IF YOUR ACADEMICS IS ALREADY **SMART** AND ABOVE, TALK TO HIM. HE WILL GET A LITTLE EMO BUT YOU WILL UNDERSTAND WHY. HE WILL MENTION THAT HE HAS LOST HIS FOUNTAIN PEN. AND A CREATURE "WITH WHITE FUR AND RED EYES" TOOK IT. ANY IDEAS?

YEAH, ITS OUR LOYAL PET, KURO. HE IS IN THE DORM AT THIS TIME. UNFORTUNATELY, RETURNING TO THE DORM WILL AUTOMATICALLY CHANGE THE PHASE OF THE DAY TO EVENING. SO BEFORE RETURNING, DO WHATEVER YOU NEED TO DO FOR THE MEANTIME. LIKE VISITING THE VELVET ROOM AND ACCEPTING ELIZABETH'S REQUEST TO VISIT THE SHRINE AND OBTAINING A DRINK THAT SHARES HER NAME. BOTH REQUESTS CAN BE DONE WITHIN THE DAY, LEAVING YOU WITH A MUCH NEEDED FREE TIME AFTERWARDS.



EVENING

- FREE TIME; MITSURU WILL REMIND YOU THAT YOU CAN NOW TAKE KURO FOR A WALK. SOME DORM MATES WILL JOIN YOU. WALKING KURO WILL TAKE UP YOUR ENTIRE EVENING.

8/10 Mon **Summer Classes**

DAYTIME - FIRST DAY OF SUMMER CLASSES; THIS WILL GO ON FOR ONE WEEK YOUR ACADEMICS WILL INCREASE ON EACH DAY OF SUMMER CLASSES.

8/11 Tue **Summer Classes**

SAME PATTERN GOES ON UNTIL THE (15TH)

DAYTIME - SUMMER CLASSES

8/14 Fri **Summer Classes**

DAYTIME - MR.EDOYAWA MENTIONS THAT HE'LL BE GIVING SUPPLEMENTARY LESSONS IN HIS OFFICE (NURSE'S OFFICE) STARTING THE SECOND TERM.

8/15 Sat Summer Classes

DAYTIME
EVENING

- LAST DAY OF SUMMER CLASSES
- FREE TIME; TALK TO KURO. YOU WILL NOTICE SOMETHING STUCK ON HIS PAW. OBTAIN THE RED FOUNTAIN PEN AKINARI IS TALKING ABOUT. BUT YOU NEED TO RESERVE YOUR NEXT SUNDAY TO VISIT HIM. YOU MAY ALSO TAKE KUROMARU FOR A WALK. AIGIS MAY JOIN YOU

8/16 Sun Summer Festival

DAYTIME
EVENING

- YOU MAY RECEIVE AN INVITATION FROM A FRIEND TO GO TO THE SUMMER FESTIVAL.
- SUMMER FESTIVAL, DATE WITH A GIRLFRIEND.



8/17 Mon

DAYTIME
EVENING

- FREE TIME; MOVIES - KENJI (+COURAGE)
- FREE TIME

8/18 Tue

DAYTIME
EVENING

- FREE TIME; MOVIES - BEBE (+ACADEMICS)
- FREE TIME

8/19 Wed

DAYTIME
EVENING

- FREE TIME; MOVIES - KEISUKE (+CHARM)
- FREE TIME

8/20 Thu

DAYTIME
EVENING

- SCENE WITH JUNPEI AND THAT WEIRD GOTHIC LOLITA² FROM STREGGA.
- FREE TIME

8/21 Fri

DAYTIME
EVENING

- FREE TIME; MOVIES - YUKO (+COURAGE)
- FREE TIME

² Google it if you want to know more.

8/22 Sat

DAYTIME
EVENING

- FREE TIME; MOVIES – KAZUSHI (+COURAGE)
- FREE TIME; YOU MAY TAKE KUROMARU FOR A WALK. AKIHIKO MAY JOIN YOU

8/23 Sun

DAYTIME

- FREE TIME; MOVIES – KAZUSHI (+CHARM); IF YOUR SOCIAL LINK WITH CHIHIRO IS MAXED OUT, YOU MAY VISIT AKINARI INSTEAD TO UNLOCK TO THE **SUN ARCANA**.

EVENING

- FREE TIME; YOU MAY TAKE KUROMARU FOR A WALK. YOU MAY ENCOUNTER BUNKICHI.

8/24 Mon

DAYTIME

- (SUMMER VACATION WILL END SOON, MOVIE FESTIVAL WILL STILL BE AVAILABLE DURING THE WEEK. THIS TIME YOUR DORM MATES CAN JOIN YOU). WATCH THE SCENE BETWEEN AKIHIKO AND SHINJIRO. FREE TIME**

**FOR THIS LIMITED PERIOD, I SUGGEST LEVELING UP YOUR SOCIAL LINK WITH NON-SCHOOL MATES SUCH AS MAMORU (STAR ARCANA), MUTATSU (TOWER), OLD COUPLE (HIERO), MAIKO (CHANGED MAN), MAYA (HERMIT) AND TANAKA (DEVIL). FOR AKINARI, IT WILL BE A BIT DIFFICULT SINCE YOU CAN ONLY MEET HIM DURING SUNDAYS.

8/25 Tue

DAYTIME
EVENING

- FREE TIME. YOU MAY INVITE AKIHIKO TO THE MOVIES (+COURAGE)
- FREE TIME;

8/26 Wed



DAYTIME
EVENING

- FREE TIME. YOU MAY TALK TO AIGIS. LEARN THAT KUROMARU WANTS TO GO TO THE THEATER. (+COURAGE)
- FREE TIME;

8/27 Thu

DAYTIME

- FREE TIME; YOU MAY TALK TO JUNPEI AND AGREE TO WATCH MOVIES WITH HIM (+CHARM). BY DOING THIS, HE MAY JOIN YOU IF YOU'LL TAKE KUROMARU TO WALK DURING THE EVENING

EVENING

- FREE TIME; YOU MAY TAKE KURO-CHAN FOR A WALK. JUNPEI WILL JOIN YOU

8/28 Fri



- DAYTIME** - CONVERSATION WITH MITSURU ABOUT ANOTHER MEETING. THIS IS THE PERFECT TIME TO PLAY WITH MAYA SINCE IT WOULDN'T TAKE ONE WHOLE DAY UNLIKE ON ORDINARY DAYS. YOU CAN ALSO ASK AIGIS OUT TO THE MOVIES IF YOU'D LIKE (+ACADEMICS)
- EVENING** - MEETING; MEET YOUR NEW TEAM MEMBER. KEN!; YOU WILL HAVE YOUR FREE TIME AS WELL. I SUGGEST CHECKING ALL YOUR CHARACTERS AND HEAD TO THE TARTARUS TO TEST THE KID AND LEARN HIS ATTACK CAPABILITIES. IF YOU HAVEN'T FINISHED ALL THE TASKS UP TO THIS POINT, DO IT NOW. THE NEXT FULL MOON IS NEARING AGAIN.
- DARK HOUR** - VISIT TARTARUS. CHECK ALL QUESTS THAT YOU CAN HANDLE FOR THIS VISIT.

- TARTARUS -

AT LEVEL 41, FUUKA WILL GAIN NEW ABILITY FOR HER PERSONA - HEALING WAVE. THIS WILL RESTORE YOUR PARTY'S HP AND SP A BIT WHEN ENTERING A NEW FLOOR. THIS WILL PROVE USEFUL IN THOSE SURVIVAL SITUATIONS WHERE YOU REALLY NEED TO FIND THE PORTAL.

KEN'S FIGHTING STYLE IS PRETTY MUCH SIMILAR TO AIGIS. HIS ATTACKS ARE MOSTLY PHYSICAL. HE CAN USE HAMA BUT HE USES IT RARELY. KEN MAY PROVE JUST A SO-SO ALLY. WELL, I WILL JUST SUGGEST LEVELING THEM UP FAIRLY.

8/29 Sat

- DAYTIME** - SCENE WITH JUNPEI AND THAT WEIRD GIRL AGAIN. FREE TIME AFTER THAT. YOU MAY ASK FUUKA TO WATCH THE MOVIES (+CHARM)
- EVENING** - FREE TIME; YOU MAY GO FOR A WALK WITH KUROMARU AND FUUKA MAY JOIN YOU AS WELL.
- DARK HOUR** - VISIT FROM PHAROS. WARNING AGAIN ABOUT THE NEXT FULL MOON.

8/30 Sun

- DAYTIME** - FREE TIME. (DON'T FORGET TO CHECK OUT THE HOME TV SHOPPING) YOU MAY ASK MITSURU TO GO TO THE MOVIES. (+ACADEMICS)
- EVENING** - FREE TIME. YOU MAY GO FOR A WALK WITH KUROMARU AND MITSURU MAY JOIN YOU AS WELL. IF YOU DIDN'T ASKED MITSURU OUT FOR THE MOVIES, YOU CAN STILL TAKE KORO FOR A WALK AND HE'LL PICK UP A **MAD BULL** INSTEAD.



8/31 Mon

DAYTIME
EVENING

- SCENE AGAIN WITH JUNPEI AND CHIDORI.
- FREE TIME

9/1 Tue *Start of 2nd Semester*

EARLY MORNING
MORNING

LUNCHTIME

AFTER SCHOOL

EVENING

- OVERHEAR CONVERSATION. (NEW SOUNDTRACK)
- LECTURE; CHOOSE 1ST OPTION (SUPERCONDUCTIVITY) TO ANSWER THE QUESTION CORRECTLY (+CHARM)
- ALL PENDING INVITES FROM FRIENDS WILL START FLOODING IN. TRY TO PRIORITIZE WHICH GOES FIRST.
- FREE TIME. BUILD UP SOCIAL LINK RANKS. MAKE SURE YOU PRIORITIZE YOUR FRIENDS THAT YOU HAVEN'T TALK TO FOR A LONG TIME. THIS IS TO PREVENT YOUR LINK WITH THEM TO GET SOUR AND **REVERSED**, AS MENTIONED.
- SCENE WITH THE TEAM. AIGIS JUST DECIDED TO GO TO SCHOOL WITH YOU. KORO WILL WANT TO JOIN YOU TO SCHOOL AS WELL BUT UNFORTUNATELY, THEY DON'T HAVE CLASSES FOR DOGS. HAHA!



9/2 Wed



EARLY MORNING
MORNING

LUNCHTIME

AFTER SCHOOL

- CONVERSATION WITH AIGIS
- AIGIS WILL BE INTRODUCED TO THE CLASS. AFTER SITTING BESIDE YOUR CHARACTER AND SAYING SOMETHING LIKE SHE WANTED TO BE BY YOUR SIDE, YUKARI'S REACTION WAS PRICELESS. (OH, SCHOOL DRAMA)
- YOU WILL RECEIVE A TEXT MESSAGE FROM AKIHIKO SEMPAI. HE WILL BE WAITING AT THE SCHOOL GATE.
- AFTER SCHOOL, THE GAME WILL AUTOMATICALLY TAKE YOU TO THE GATE. AGREE TO COME WITH AKI. IN IWATODAI, HE WILL ATTEMPT TO CONVINCE/FORCE SHINJI TO REJOIN SEES AGAIN. AFTER MENTIONING THAT KEN AMADA HAS VOLUNTEERED TO JOIN, SHINJI'S REACTION CHANGE AND JOINED THE TEAM. YOU CAN USE HIM IN BATTLE FROM NOW ON.

EVENING - FREE TIME. YOU CAN VISIT TARTARUS NOW TO LEVEL UP AND COMPLETE SOME PENDING TASKS IF THERE'S ANY. IT IS ALSO A GOOD CHANCE TO GET TO KNOW SHINJI MORE. OR IF YOU WANT, YOU CAN SAVE YOUR STRENGTH FOR THE OPERATION ON SATURDAY. (FULL MOON)

9/3 Thu

Deadline

EARLY MORNING - CONVERSATION WITH MITSURU
AFTER SCHOOL - FREE TIME.

9/4 Fri

EARLY MORNING - CONVERSATION WITH JUNPEI.
AFTER SCHOOL - SCENE WITH JUNPEI AND CHIDORI. FREE TIME.

9/5 Sat

FULL MOON

EARLY MORNING - CONVERSATION WITH FUUKA.
AFTERNOON - AS SOON AS THE SCHOOL ENDS, THE GAME WILL AUTOMATICALLY CONTINUE TO 'EVENING.'
EVENING - SCENE WITH JUNPEI.



DARK HOUR

AS SOON AS THE OPERATION STARTS AND A SHORT BRIEFING, THE TEAM WILL NOTICE THAT JUNPEI IS MISSING. THEY PRIORITIZE TAKING THE SHADOW OUT FIRST BEFORE LOOKING FOR HIM.

-PAULOWNIA MALL-

READ THROUGH THE TEAM'S CONVERSATION. YOU WILL ALSO DISCOVER WHERE JUNPEI IS TAKEN. WHEN YOU HAVE THE CONTROL, CHOOSE YOUR MEMBERS. THE NEXT BOSS IS AN ELECTRIC-TYPE. YOU MAY WANT TO HAVE SOMEBODY WITH HIGH ELEC RESISTANCE. MAKE SURE ALSO THAT YOU DON'T BRING SOMEONE THAT IS WEAK AGAINST ELECTRICITY AS WELL. ONCE READY, TALK TO FUUKA AND HEAD TO CLUB ESCAPADE.



BOSS: HERMIT
EXP: 7471
ITEM(S): NONE
DRAIN: LIGHTNING
NULL: DARKNESS, LIGHT

IT'S MOST POWERFUL ATTACK REQUIRES AT LEAST 3-4 TURNS OF CHARGING UP. AT THOSE TIMES, YOU ARE FREE TO ATTACK IT WITH ALL YOU GOT. YOU WILL KNOW THAT HERMIT IS READY TO RELEASE ALL THOSE CHARGED ENERGY WHEN THERE A MESSAGE TELLING YOU THAT IT IS EMITTING AN ODD LIGHT. FOR THOSE TIMES, I USUALLY CAST A PARTY-BUFF, SPECIFICALLY, +DEFENSE TO MAKE SURE NOBODY GETS KILLED IN ONE SHOT.

AS USUAL, SET SOMEONE TO HEAL/SUPPORT. YOU CAN PROVIDE THAT AS WELL BUT TRY SWITCHING ROLES WHENEVER IT IS NEEDED. HAVING MEDIARAMA (PERSONA SKILL) IN THIS BATTLE CAN MAKE IT EASIER.

AFTER THE BOSS FIGHT, JUST WATCH THROUGH THE FOLLOWING SCENES. YOUR TEAM WILL ALSO LEARN A **NEW TACTIC, "ATTACK FALLEN."**

9/6 Sun



DAYTIME

- SCENE WITH CHIDORI AND YOUR SEMP AIS AT THE HOSPITAL. FREE TIME*** SINCE YOU HAVE NO APPOINTMENTS TODAY, I SUGGEST VISITING AKINARI (DYING YOUNG MAN) AT THE SHRINE. SINCE SCHOOL HAS STARTED, YOUR CHANCES OF VISITING HIM ARE VERY LIMITED. OF COURSE DON'T FORGET TO BUY SOME STUFF FROM THE HOME TV SHOPPING AND CHECK OUT SOME NEW REQUESTS.

EVENING

- YOU MAY WALK KORO. MEET CHIHIRO ALONG THE WAY.

9/7 Mon

EARLY MORNING
AFTER SCHOOL
EVENING

- CONVERSATION WITH YUKARI
- FREE TIME.
- SEMP AIS ARE NOT AROUND. CAN'T GO TO TARTARUS YET.

9/8 Tue

AFTER SCHOOL
EVENING

- SCENE AGAIN AT THE HOSPITAL. FREE TIME.
- SEMP AIS ARE STILL NOT AROUND. CAN'T GO TO TARTARUS YET.

9/9 Wed

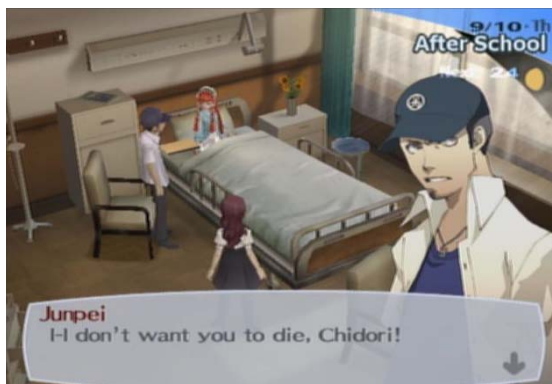
EARLY MORNING
AFTER SCHOOL
EVENING

- CONVERSATION WITH JUNPEI.
- FREE TIME
- EMP AIS ARE STILL NOT AROUND. CAN'T GO TO TARTARUS YET. FREE TIME; YOU CAN ALSO WALK KUROMARU IF YOU WANT. OBTAIN BALM OF LIFE

9/10 Thu

**MORNING
AFTER SCHOOL
EVENING**

- LECTURE; CHOOSE 3RD ANSWER. (GOCHISOU-SAMA) (+CHARM)
- MORE SCENES AT THE HOSPITAL. FREE TIME.
- YOU WILL RECEIVE A CALL FROM ELIZABETH. THE BLOCKED PATH WILL NOW BE OPEN. THE SEMPais WILL BE HOME FOR TONIGHT. YOU CAN VISIT TARTARUS AND CONQUER THE NEXT AREA.



-TARTARUS, 4TH BLOCK - TZIAH-

THE ENEMIES HERE CAN BE TOUGH AT FIRST, ESPECIALLY IF YOU STILL NEED TO SCAN THEM BEFORE KNOWING THEIR WEAKNESSES. I WILL LIST DOWN THEIR ATTACKS AND WEAKNESSES JUST TO SAVE YOU TIME AND TROUBLE.

(ENEMY - WEAKNESS)

ANCIENT TURRET ** - ELEC/ ZIO
BLUE SIGIL - DARKNESS/ MUDO
CONSTANCY RELIC - FIRE/ AGI
ILL-FATED MAYA - ELEC/ ZIO AND
WIND/GARU

HAKURO MUSA**** - LIGHT/HAMA
KILLER DRIVE - LIGHT/HAMA
TRANQUIL IDOL - DARKNESS/MUDO

- FROM FLOORS 123+ -

BRAVE WHEEL - ICE/BUFU
DEATH TWINS - STRIKE ATTACKS
ELEGANT MOTHER*** - DARKNESS/MUDO
AND ELEC/ ZIO

MAGICAL MAGUS - FIRE/ AGI
WRITHING TIARA - ICE/BUFU

- ** DROPS ARMOR PLATES NEEDED FOR ELIZABETH'S REQUEST
***DROPS EMPRESS'S MIRROR NEEDED FOR ELIZABETH'S REQUEST
**** DROPS GOLD HANDGUARDS NEEDED FOR ELIZABETH'S REQUEST



(122F) BOSS: ARCAN TURRET (X3)
EXP: 950 EXP
ITEM(S): MASSIVE WHEEL (X3)
STR: PHYSICAL
WEAK: ICE

USE BUFG AGAINST THESE TANKS TO MAKE THE BATTLE EASIER. THEY ARE STRONG VS PHYSICAL ATTACKS, NOT TO MENTION THAT THEY CAN DEAL MASSIVE DAMAGE ALTHOUGH ON ONE TARGET AT A TIME. MAKE SURE YOUR PARTY GETS HEALED AS NEEDED AND CONCENTRATE ON ONE ENEMY AT A TIME.



(135F) BOSS: SLEEPING TABLE
EXP: 2535
ITEM(S): MEGIDO GEM (X1)
STR: FIRE
NULL: STRIKE

SINCE THIS BOSS HAS NO DEFINITE WEAKNESS, YOU WILL REALLY NEED TO PLAN AHEAD WHEN FACING THIS BOSS. HAVING MEDIARAMA (RECOVER PARTY HP) OR BETTER WILL HELP A LOT IN THIS BATTLE. IN THE START OF THE BATTLE, IT WILL CAST STATUS AILMENTS SUCH AS FEAR SO MAKE SURE YOU HAVE A GOOD STOCK OF ME PATRA GEMS.

LATER IN THE BATTLE, ONCE IT HAS LESS THAN 50% HP LEFT, IT WILL USE MARAGIDYNE (HEAVY FIRE DAMAGE/ALL) ON EVERY TURN. DON'T BRING IN MEMBERS THAT ARE WEAK AGAINST FIRE. JUNPEI IS A GOOD SELECTION HERE SINCE HE IS ALMOST IMMUNE TO THIS BOSS' FIRE ATTACKS. AS LONG AS YOU KEEP YOUR PARTY'S HP AT FULL EVERY TURN AND THEY ARE ON FULL ASSAULT ON THE ENEMY, YOU CAN WIN THIS BATTLE EVEN WITH JUST THREE MEMBERS.

OLD DOCUMENT 06 IS LOCATED IN 139F.

9/11 Fri

EARLY MORNING - CONVERSATION WITH YUKARI
MORNING - LECTURE; 3RD ANSWER (THE HERMETICA) (+CHARM)
AFTER SCHOOL - FREE TIME
EVENING - FREE TIME

9/12 Sat

MORNING - LECTURE; STAY AWAKE OR DOZE OFF
AFTER SCHOOL - SCENE WITH CHIDORI AND JUNPEI. FREE TIME.***



**EVENING
DARK HOUR**

- FREE TIME
- VISIT FROM PHAROS. (+1 DEATH ARCANA)

9/13 Sun

**DAYTIME
EVENING**

- FREE TIME
- FREE TIME

9/14 Mon

**EARLY MORNING
MORNING
LUNCHTIME
AFTER SCHOOL
EVENING**

- OVERHEAR CONVERSATION ABOUT THE CULTURE FESTIVAL
- LECTURE; 2ND ANSWER (*CAN'T LET OTHERS PRODUCE*)
- MAY GET SOME INVITATIONS FROM FRIENDS
- FREE TIME
- FREE TIME

9/15 Tue

**EARLY MORNING
AFTER SCHOOL**

- CONVERSATION WITH AKIHIKO
- FREE TIME; YOU MAY TAKE KUROMARU FOR A WALK. SHINJI MAY JOIN YOU AS WELL.



9/16 Wed

**EARLY MORNING
AFTER SCHOOL
EVENING**

- OVERHEAR CONVERSATION THAT YUKARI WILL BE DRESSING AS MAID IN THE FESTIVAL.
- FREE TIME.
- FREE TIME.

9/17 Thu

***Sidequest**

EARLY MORNING - OVERHEAR CONVERSATION ABOUT THE TYPHOON AGAIN.

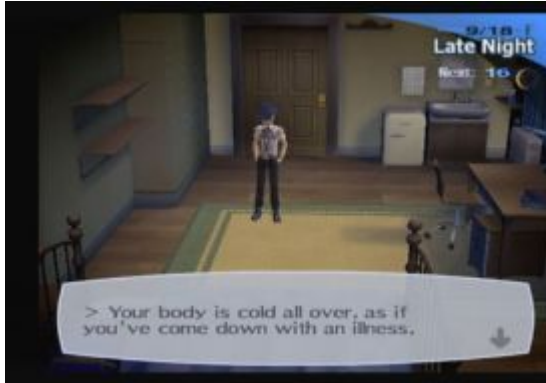
AFTER SCHOOL - FREE TIME

EVENING - FREE TIME; TALK TO SHINJIRO TO GET THE **FRUIT KNIFE**, NECESSARY TO COMPLETE REQUEST # 98.



9/18 Fri

- EARLY MORNING** - OVERHEAR CONVERSATION ABOUT THE MOVIE FESTIVAL ON THE 23RD.
- AFTERNOON** - TYPHOON JUST HIT. YOU WILL BE AUTOMATICALLY TAKEN BACK TO THE DORM.
- EVENING** - THE WHOLE TEAM WILL BE GATHERED IN THE LOUNGE. SINCE YOU CAN'T GO OUT OR DO ANYTHING ELSE, SAVE THEN RETURN TO YOUR ROOM AFTER THE CONVERSATION WITH THEM.



- LATE NIGHT** - YOU WILL GET ILL. YOU WILL DECIDE TO SLEEP EARLY.
- DARK HOUR** - IN YOUR DREAMS, YOU WILL FIND YOURSELF INSIDE THE VELVET ROOM AGAIN WITH IGOR AND ELIZABETH. HE WILL TELL YOU THAT YOU CAN NOW FUSE 4 OR MORE PERSONAS.

CROSS AND PENTAGON SPREAD 101

FORTUNATELY, BOTH THE CROSS AND PENTAGON SPREAD DOESN'T REQUIRE YOU TO EXPERIMENT WITH THE COMBINATIONS. YOU JUST NEED TO HAVE ALL THE REQUIRED PERSONAS WITH YOU AND YOU CAN FUSE THEM. NOTE THAT IF YOUR LEVEL IS NOT HIGH ENOUGH TO HANDLE THE RESULTING PERSONA, YOU MAY END UP KEEPING THOSE PERSONAS UNTIL YOU HAVE THE NECESSARY LEVEL TO HANDLE THE POWERFUL RESULTING PERSONA.

NOTE THAT SOME OF THE RARE PERSONAS NEEDED TO COMPLETE ELIZABETH'S REQUEST (E.G. BLACK FROST, GIRIMEKALA) CAN ONLY BE ACQUIRED USING THIS PROCESS.

9/21 Mon

- EARLY MORNING** - THE DAYS WILL BE SKIPPED SINCE YOU RESTED TO RECOVER FROM YOUR FEVER. THIS IS ALSO THE START OF A 3-DAY HOLIDAY.
- DAYTIME** - FREE TIME. IF YOU WANT, YOU CAN ALSO PLAY WITH MAYA TO INCREASE HER SOCIAL RANK.
- EVENING** - FREE TIME

9/22 Tue

- DAYTIME** - FREE TIME
- EVENING** - FREE TIME

9/23 Wed

- DAYTIME** - FREE TIME;
- EVENING** - FREE TIME

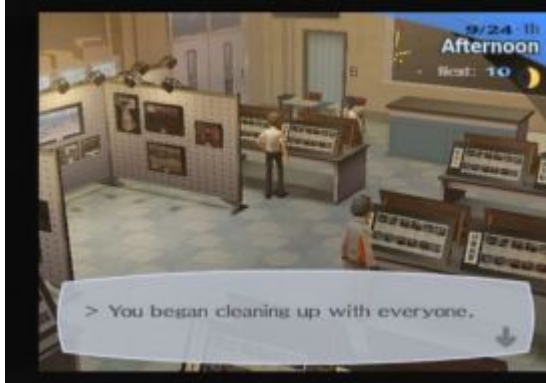
9/24 Thu

EARLY MORNING
AFTERNOON

- CONVERSATION WITH FULUKA
- LECTURE; STAY AWAKE OR DOZE OFF. AFTERNOON CLASSES ARE CANCELLED BUT YOUR CLASS BE CLEANING THE SCIENCE ROOM. WATCH THE AMUSING SCENE.

AFTER SCHOOL
EVENING

- FREE TIME
- FREE TIME



9/25 Fri

EARLY MORNING

- OVERHEAR CONVERSATION ABOUT THE INCREASING NUMBERS OF APATHY SYNDROME VICTIMS.

AFTER SCHOOL

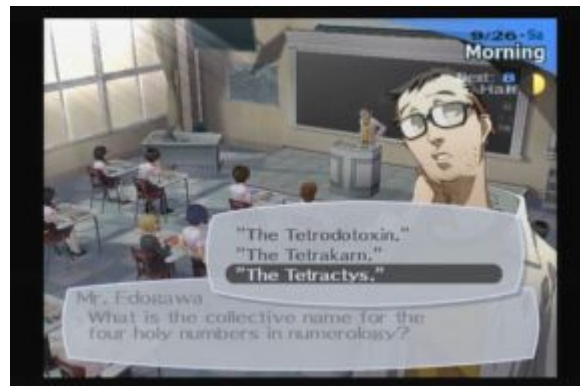
- FREE TIME; ***

9/26 Sat

MORNING- LECTURE; CHOOSE 3RD ANSWER (**THE TETRACTYS**) TO INCREASE CHARM

AFTER SCHOOL - FREE TIME

EVENING - FREE TIME; SHINJI MAY JOIN YOU WHEN YOU WALK KURO



9/27 Sun

DAYTIME
EVENING

- FREE TIME
- FREE TIME; YOU CAN TAKE KURO FOR A WALK. AKIHIKO MAY JOIN YOU.

DARK HOUR

- VISIT FROM PHAROS

9/28 Mon

EARLY MORNING

- OVERHEAR CONVERSATION ABOUT THE RISE OF THE LOST AGAIN.

MORNING

- LECTURE; STAY AWAKE OR DOZE OFF

AFTER SCHOOL

- FREE TIME. TRY TO INCREASE YOUR RANKS WITH YOUR NEW FRIENDS.

EVENING

- FREE TIME; TRY TO GAIN A FEW LEVELS IN TARTARUS TO PREPARE FOR THE NEXT FULL MOON. YOU WON'T ALSO GET ANY INVITATIONS TO HANG OUT THIS COMING SUNDAY SINCE THE OPERATION WILL START THEN.

9/29 Tue

AFTER SCHOOL - FREE TIME
EVENING - FREE TIME; YOU WILL BE ASKED BY FUUKA TO CHECK OUT THE EQUIPMENT IN THE COMMAND ROOM. HEAD THERE IF YOU WANT TO WATCH SOME EXTRA SCENES.



9/30 Wed

EARLY MORNING - CONVERSATION WITH JUNPEI
AFTER SCHOOL - FREE TIME
EVENING - FREE TIME

10/1 Thu

**Sidequest*

EARLY MORNING - OVERHEAR CONVERSATION

MORNING - LECTURE;
STAY AWAKE OR DOZE OFF
AFTERNOON - FREE TIME

EVENING - FREE TIME; TALK TO AIGIS TO OBTAIN **MACHINE OIL**.
(**TOMORROW IS THE DEADLINE FOR THIS QUEST SO MAKE SURE YOU VISIT ELIZABETH TO COMPLETE THIS**) YOU MAY ALSO WALK KUROMARU. (ITEM: HOMUNCULUS)



10/2 Fri

Deadline

AFTER SCHOOL - FREE TIME
EVENING - FREE TIME

10/3 Sat

EARLY MORNING - CONVERSATION WITH AIGIS
MORNING - LECTURE STAY AWAKE OR DOZE OFF (EXAMS IN 10 DAYS)
AFTER SCHOOL - FREE TIME
EVENING - FREE TIME (SAVE YOUR STRENGTH SINCE THE OPERATION WILL START TOMORROW.)

10/4 Sun

FULL MOON

DARK HOUR

- THE OPERATION WILL START. READ THROUGH THE CONVERSATION. SHINJI AND KEN WON'T BE HERE. YOUR TEAM WILL HEAD OUT TO THE PLACE WHERE THE SHADOWS APPEARED.

-IWATODAI STRIP MALL-

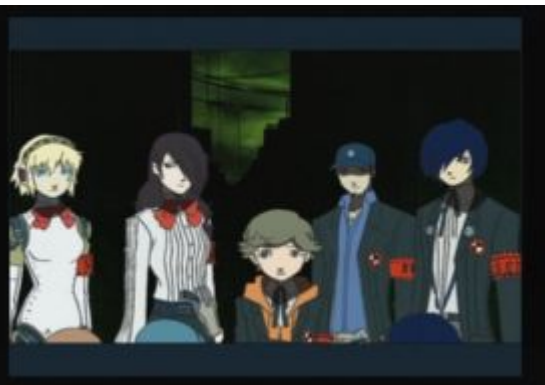
ONCE THERE, CHOOSE YOUR MEMBERS AND HEAD OUT.



BOSS: FORTUNE AND STRENGTH
EXP: 10898
ITEM(S): NONE

YOU WON'T BE ABLE TO ATTACK FORTUNE UNTIL YOU DEFEAT STRENGTH. HOWEVER, DON'T EXPECT IT TO GO DOWN QUICKLY. ONE NEW AND ANNOYING PART OF THIS BATTLE IS THAT FORTUNE WILL KEEP ON USING WHEEL OF FORTUNE FOR THE DURATION OF THE BATTLE.

THIS IS HOW IT WORKS. THE ROULETTE HAS TWO COLORS; BLUE AND RED. ABOVE THE COLORS ARE STATUS BUFFS, AILMENTS AND DAMAGE (MEDIUM, HEAVY). WHEN YOU STOP THE SPIN AND IT STOPS ON THE BLUE SPOT, WHATEVER EFFECT INDICATED ABOVE THE COLOR WILL TAKE EFFECT ON THE ENEMY. SO, IF YOU ARE REALLY LUCKY (OR EXCEPTIONALLY GOOD AT TIMING), THEN THIS COULD MAKE THE BATTLE EASIER. WHEN IT STOPS ON RED, THE EFFECT WILL AFFECT YOUR ENTIRE PARTY.

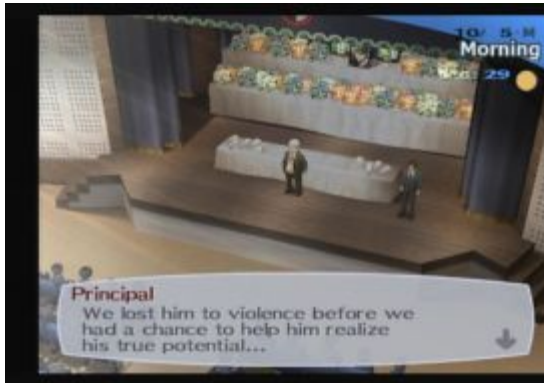


IN THIS BATTLE, HAVE A GOOD NUMBER OF STATUS HEALING ITEMS AND USE A PERSONA WITH MEDIARAMA OR MEDIARAHAN. STRENGTH ATTACKS ONE TARGET AT A TIME BUT CAN DEAL MEDIUM-HEAVY DAMAGE. HIGH LEVEL ATTACKS (-DYNE) WORKS WELL TO THIS BOSS.

AFTER DEFEATING STRENGTH, FORTUNE CAN NOW BE ATTACKED. THOUGH IT MAY LOOK HARMLESS, DON'T BE DECEIVED. IT IS QUITE POWERFUL COMPARED TO THE FIRST ONE YOU JUST DEFEATED. IT WILL STILL USE WHEEL OF FORTUNE BUT IT HAS SOME ELEMENTAL ATTACKS AS WELL SO BE CAREFUL.

WHEN NEAR DEATH, THIS BOSS WILL START CHEATING. JUST ENDURE A FEW HITS/TURNS MORE AND THE BATTLE SHOULD BE OVER. AFTER THE BATTLE WATCH A FEW MORE SCENES. THE SCENES WILL SWITCH TO KEN AND SHINJI. TAKAYA THE CREEP WILL APPEAR AS WELL.

10/5 Mon



**MORNING
LUNCHTIME**

**AFTER SCHOOL
EVENING**

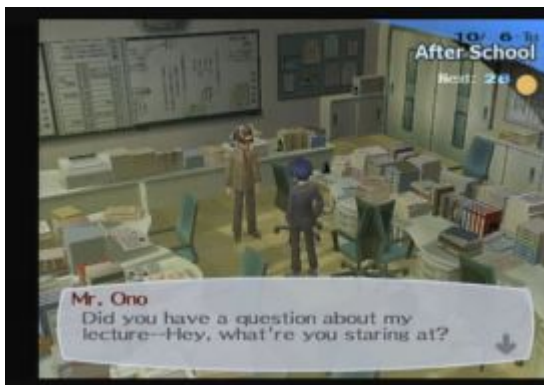
- ATTEND THE SCHOOL'S MEMORIAL SERVICE FOR SHINJI.
- MITSURU WILL BARGE IN YOUR ROOM AND WILL TELL YOU ABOUT THE MEETING LATER.
- AKI WILL GET EMO. WITH THAT, HIS PERSONA POLYDEUCES WILL EVOLVE INTO A MUCH POWERFUL FORM, CAESAR. / FREE TIME.
- MEETING. KEN WON'T BE ON HIS ROOM AND RUN AWAY. THE TEAM DECIDES TO STAY PUT. FREE TIME. HEAD TO THE VELVET ROOM AND CHECK OUT SOME OF THE SIDEQUESTS AVAILABLE. I SUGGEST TAKING #79 ("BRING ME A SENGOKU-ERA HELM") AND #38 ("I WANT TO TRY SUSHI") YOU MAY COMPLETE THESE REQUESTS TOMORROW.

10/6 Tue

AFTER SCHOOL

- FREE TIME. NOTE THAT SOME OF YOUR SCHOOL FRIENDS WON'T BE THERE BECAUSE OF THE EXAMS. SO SPEND YOUR FREE TIME IN ANY WAY YOU WANT. YOU CAN ALSO CHECK OUT THE POLICE STATION BEFORE THAT TO CHECK OUT SOME NEW EQUIPMENT.

VISIT THE FACULTY ROOM AND FIND MR. ONO. YOU WON'T GET THE HELM ON YOUR FIRST VISIT SINCE YOU'LL NEED TO VISIT THE FACULTY ROOM A FEW DAYS MORE. DON'T WORRY SINCE YOUR ACADEMICS WILL INCREASE WITH YOUR EVERY VISIT. AFTER THAT, VISIT THE SHRINE AND EXAMINE THE SMALLER SHRINE NEAR THE LARGE TREE. EXAMINE IT AND AN OLD WOMAN WILL GIVE YOU AN **INARI SUSHI**.

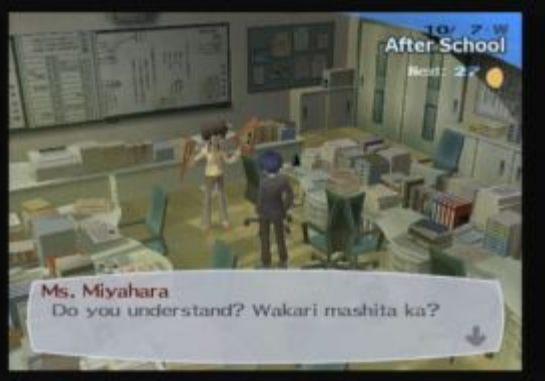
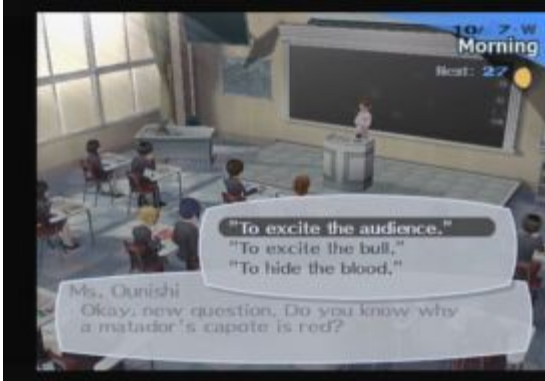


EVENING

DARK HOUR

- CALL FROM ELIZABETH. SHE WILL INFORM YOU ABOUT THE UNBLOCKED PATH IN TARTARUS. YOU MAY WANT TO CHECK IT OUT LATER. WATCH SOME MORE SCENES, INCLUDING NEMESIS' EVOLUTION TO KALA-NEMI AND HIS DECISION TO STAY WITH THE TEAM AND RETURN TO THE DORM. AFTER THAT, YOU WILL HAVE YOUR FREE TIME.
- PHAROS WILL VISIT YOU AGAIN. AFTER THE CONVERSATION, YOUR DEATH ARCANA LINK WILL INCREASE BY A POINT.

10/7 Wed



EARLY MORNING

- OVERHEAR CONVERSATION

MORNING

- CHOOSE OPTION 1 ("TO EXCITE THE AUDIENCE") (+CHARM)

AFTER SCHOOL

- FREE TIME; WITH REQUEST #79 ACTIVE, VISIT THE FACULTY ROOM
HARA. YOUR ACADEMICS WILL INCREASE.

AND TALK TO MS.MIX

- FREE TIME. THIS IS ALSO A PERFECT TIME TO VISIT THE NEW AREA IN TARTARUS. CHECK OUT SOME OF ELIZABETH'S NEW REQUESTS AS WELL.

-TARTARUS-

TZIAH 14OF



THE NEW UNBLOCKED PATH IS STILL WITHIN THE FOURTH BLOCK. AS USUAL, NEW ENEMIES WILL BE HERE SO TAKE TIME TO FIND THE TERMINALS FIRST BEFORE CLEARING ALL FLOORS THOROUGHLY. I ALSO SUGGEST ACCEPTING THE REQUEST FOR COLLECTING THOSE RED ARMOR PLATES AND SHADOW CRYSTAL. NOTE THAT THE SUPER RARE SHADOW CRYSTAL IS INSIDE AN ORDINARY CHEST, AND NOT A GOLD, RARE CHEST. IT WILL BE A GOOD IDEA TO JUST ENGAGE THE ENEMIES YOU ARE TARGETING (GLOWING PINK/RED SHADOWS) OR THE ONES BLOCKING THE PATH. IN THAT WAY, YOU ARE CONSERVING YOU ENERGY UNTIL YOU REACH THE TERMINAL.

(ENEMY - WEAKNESS)

DEATH SEEKER - LIGHT/HAMA

FLOWING SAND - ANY PHYSICAL ATTACK

LIBERATING IDOL - ICE/BLUFU

ORDER GIANT - ICE/BUFLU

SCARLET TURRET*** - ELEC/ZIO

VISCERAL MAYA - ELEC/ZIO AND FIRE/AGI

** DROPS GOLD RINGS

*** DROPS RED ARMOR PLATES

- FROM FLOORS 147+ -

CONVICTION SWORD - WIND/GARU

GROWTH RELIC – STRIKE ATTACKS

MIGHTY CYCLOPS - FIRE/ AGI

REGAL MOTHER - ELEC/ZIO AND

DARK/MUDO

SOLID CASTLE - WIND/GARU

WONDROUS MAGI** - FIRE/AGI



(146) BOSS: HELL KNIGHT (X3)
EXP: 1136
ITEM(S): SWORD OF QUEEN (X3)
DRAIN: LIGHTNING
WEAK: STRIKE ATTACKS

AKIHIKO WILL BE YOUR BEST BET. ALTERNATIVELY, YOU CAN JUST EQUIP A CESTUS OR AN AXE AND TAKE CARE OF ATTACKING BUT I'D RATHER TAKE CARE OF THE HEALING. HAVING MEDIARAMA/MEDIARAHAN WILL INCREASE YOUR CHANCES OF SURVIVAL SINCE THERE ARE THREE ENEMIES AND THEY HAVE PARTY DAMAGING SKILLS.

ORDER SOMEBODY TO TAKE CARE OF THE HEALING, AND THE OTHER TWO, EITHER ON FULL ASSAULT OR ASSIGN TARGET - BASICALLY YOU ARE CONCENTRATING ON ONE TARGET AT A TIME. CASTING SOME SUPPORT BUFFS WILL HELP AS WELL. THESE ENEMIES ARE SUSCEPTIBLE TO STATUS AILMENTS ALSO IF YOU JUST WANT TO TRY.



(160) BOSS: MYTHICAL GIGAS
EXP: 3003
ITEM(S): WAND OF KING
DRAIN: FIRE

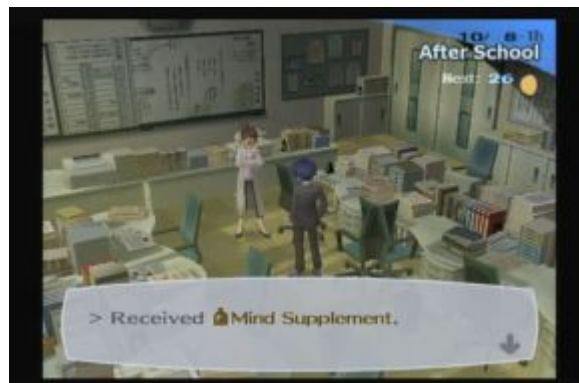
THIS BOSS IS ALL ABOUT PHYSICAL ATTACKS AND IT DOES EXCEL ON THAT. PREPARE TO HEAL OFTEN. IF YOU CAN SPARE AN ATTACK MIRROR OR TWO, THAT WILL BE GREAT AS WELL. AS USUAL, SET ONE OF YOUR CHARACTERS AS HEALER THEN THE OTHER TWO ON FULL ASSAULT. OR, IF YOUR CHARACTERS CAN WITHSTAND ITS ATTACKS, ORDER YOUR TEAM ON FULL ASSAULT THEN. IT HAS A REALLY GOOD HP AND DEF RATING SO EXPECT THE BATTLE TO TAKE A BIT SOME TIME.

OLD DOCUMENT 07 IS LOCATED IN 164F.

10/8 Thu

AFTER SCHOOL - VISIT THE FACULTY ROOM TO FIND MS.OUINISHI. RECEIVE A MIND SUPPLEMENT AND INCREASE YOUR ACADEMICS AS WELL.

EVENING - FREE TIME



10/9 Fri

EARLY MORNING
MORNING
AFTER SCHOOL
EVENING

- CONVERSATION WITH MITSURU
- LECTURE (STAY AWAKE OR DOZE OFF)
- FREE TIME; CHECK OUT THE FACULTY ROOM TO FIND MR. EKODA. YOUR ACADEMICS WILL INCREASE AFTER TALKING TO HIM.
- FREE TIME

10/10 Sat

MORNING
AFTER SCHOOL
EVENING

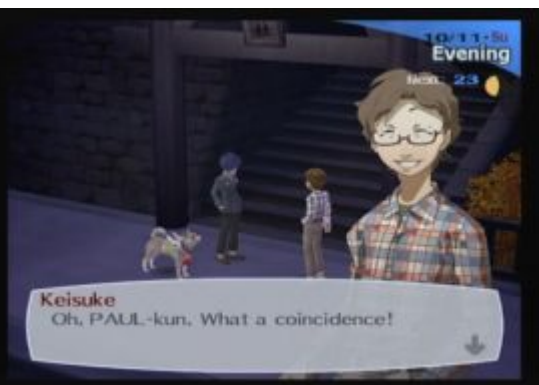
- LECTURE (STAY AWAKE OR DOZE OFF)
- FREE TIME; VISIT THE FACULTY ROOM TO FIND MS.TORIUMI. YOUR ACADEMICS WILL INCREASE AS WELL.
- FREE TIME; YOU CAN TAKE KUROMARU FOR A WALK. KEN WILL JOIN YOU AS WELL.



10/11 Sun

DAYTIME
EVENING

- FREE TIME (YOU MIGHT CONSIDER VISITING THE DYING YOUNG MAN)
- FREE TIME; YOU MAY WALK KUROMARU AND MEET KEISUKE ALONG THE WAY. YOUR FRIENDSHIP WILL GET STRONGER.



10/12 Monday (Holiday)

DAYTIME
EVENING

- FREE TIME
- FREE TIME

10/13 Tue Midterm Exams

- EARLY MORNING** - SECOND SEMESTER, MIDTERM EXAMS BEGINS AND WILL LAST FOR 5 DAYS.
MORNING - CHOOSE 1ST ANSWER (*HUSBANDS*)

10/14 Wed

- MORNING** - CHOOSE 3RD ANSWER (*PYTHAGORAS*)

10/15 Thu

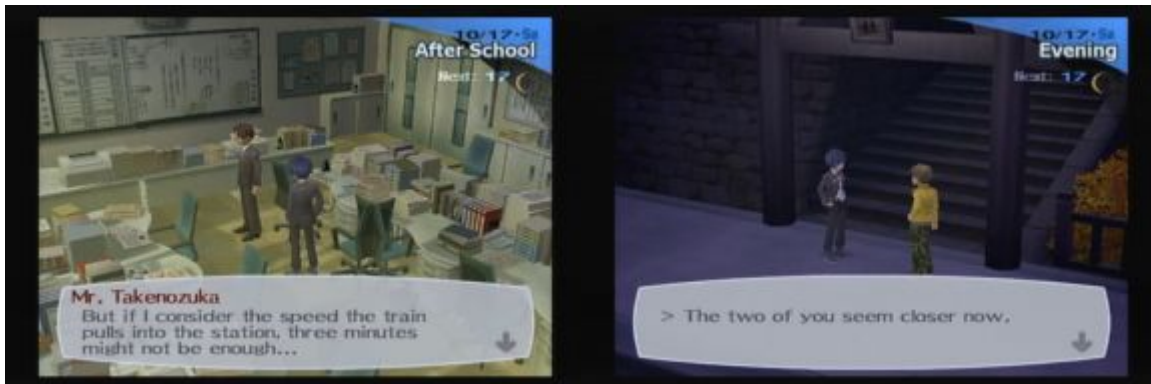
- MORNING** - CHOOSE 2ND ANSWER (*ZERO ELECTRICAL RESISTANCE*)

10/16 Fri

- MORNING** - CHOOSE 3RD ANSWER (*COUP OF MEIOL*)

10/17 Sat

- MORNING** - LAST DAY OF THE EXAMS. DEPENDING ON HOW MUCH YOU STUDIED, THE QUESTIONS SHOULD BE EASY.
AFTER SCHOOL - FREE TIME. VISIT THE FACULTY STATION AGAIN TO FIND MR. TAKENOZUKA. YOUR ACADEMICS WILL INCREASE. YOUR SCHOOL CONTACTS WILL BE AVAILABLE AS WELL.
EVENING - FREE TIME, TRY TO VISIT TARTARUS AND COMPLETE SOME REQUESTS. IF YOU DECIDED TO STAY, YOU CAN TAKE KUROMARU FOR A WALK. YOU'LL ENCOUNTER KENJI ALONG THE WAY.



10/18 Sun

- DAYTIME** - FREE TIME
EVENING - FREE TIME; YOU MAY TAKE KUROMARU FOR A WALK; YOU'LL ENCOUNTER YUKO ALONG THE WAY.

10/19 Mon

- LUNCHTIME** - EXAM RESULTS WILL BE POSTED. DEPENDING ON HOW MUCH YOU ANSWERED AND THE LEVEL OF YOUR ACADEMICS, YOU SHOULD BE ABLE TO GET THE HIGHEST SCORE IN YOUR CLASS.
AFTERNOON - LECTURE; CHOOSE 2ND ANSWER. (*FOURTEEN*) (+CHARM)
AFTER SCHOOL - FREE TIME; VISIT THE FACULTY ROOM AND FIND MS. TERAUCHI. YOUR ACADEMICS WILL INCREASE AS WELL.
EVENING - FREE TIME

10/20 Tue



MORNING

LUNCHTIME

AFTER SCHOOL

EVENING

- SCENE WITH FUUKA'S CLASS. NATSUKI WILL ANNOUNCE THAT SHE WILL TRANSFER.
- THE TWO GIRLS WILL TALK ON THE ROOFTOP. AFTER SOME RESOLUTION, FUUKA'S PERSONA WILL CHANGE INTO A MUCH POWERFUL FORM, JUNO.
- FIND MITSURU JUST NEAR THE FACULTY OFFICE IN THE FIRST FLOOR. TALK TO HER TO OBTAIN THE **QUEEN CARD SET**. VISIT THE FACULTY STATION AS WELL TO FIND MR. ONO AT LAST. YOU'LL THEN GET **KANETSUGU'S HELM**. FOR THIS LAST VISIT, YOUR ACADEMICS WILL INCREASE AS WELL. YOU MAY NOW HANG OUT WITH ANY OF YOUR SCHOOL CONTACTS.
- FREE TIME; YOU MAY TAKE KURO FOR A WALK. OBTAIN **TRAFURI GEM**

10/21 Wed

EARLY MORNING
AFTER SCHOOL
EVENING

- CONVERSATION WITH FUUKA
- FREE TIME
- FREE TIME

10/22 Thu

MORNING
AFTER SCHOOL
EVENING

- LECTURE; CHOOSE 2ND ANSWER (BY FERMENTING THEM) (+CHARM)
- FREE TIME
- FREE TIME

10/23 Fri

MORNING
AFTER SCHOOL
EVENING

- LECTURE; CHOOSE 2ND ANSWER (MADAM BLAVATSKY) (+CHARM)
- FREE TIME
- FREE TIME

10/24 Sat

AFTER SCHOOL
EVENING

- SCENE WITH YUKARI AND MITSURU; FREE TIME
- FREE TIME

10/25 Sun

DAYTIME
EVENING

- FREE TIME
- FREE TIME; YOU MAY WALK KUROMARU. YOU WILL ENCOUNTER MAMORU ALONG THE WAY.

10/26 Mon

AFTERNOON
AFTER SCHOOL

- LECTURE; CHOOSE 3RD ANSWER (*WRISTWATCHES*) (+CHARM)
- FREE TIME

10/27 Tue

EARLY MORNING
DARK HOUR

- OVERHEAR CONVERSATION, ABOUT THE RISE OF THE LOST AGAIN.
- VISIT FROM PHAROS.

10/28 Wed

AFTER SCHOOL
EVENING

- FREE TIME
- FREE TIME; YOU CAN WALK KUROMARU.

10/29 Thu

AFTERNOON
AFTER SCHOOL
EVENING

- LECTURE; CHOOSE 3RD ANSWER (*LACTASE*) (+CHARM)
- FREE TIME
- FREE TIME

10/30 Fri

MORNING
AFTER SCHOOL
EVENING

- LECTURE; STAY AWAKE OR DOZE OFF
- FREE TIME
- FREE TIME (THE NEXT FULL MOON IS READY; MAKE SURE TO TRAIN AND GET ENOUGH MONEY FOR SOME NEW EQUIPMENT IF YOU STILL HAVEN'T UPGRADED)

10/31 Sat

EARLY MORNING
AFTER SCHOOL
EVENING

- CONVERSATION WITH YUKARI
- FREE TIME
- FREE TIME; YOU CAN TAKE KUROMARU FOR A WALK; KEN WILL JOIN YOU

11/1 Sun

Deadline

DAYTIME
EVENING

- FREE TIME
- FREE TIME; YOU CAN TAKE KUROMARU FOR A WALK; YUKARI MAY JOIN YOU.

11/2 Mon

EARLY MORNING
AFTER SCHOOL
EVENING

- CONVERSATION WITH FUUKA
- FREE TIME
- SCENE WITH THE TEAM. YOUR FOOL ARCANA WILL INCREASE. FREE TIME. *SAVE!*



11/3 Tue

FULL MOON

EARLY MORNING - YOU WON'T BE ABLE TO GO OUT. THE DAY WILL AUTOMATICALLY TAKE YOU TO THE DARK HOUR
DARK HOUR - THE OPERATION BEGINS. WATCH THROUGH SOME SCENES.

IN THE MEETING ROOM, YOU WILL NEED TO CHOOSE YOUR MEMBERS. BRING THE BEST WITH YOU AND COMMENCE THE OPERATION. YOU WILL FIND YOURSELF IN THE MOONLIGHT BRIDGE BUT AS EXPECTED, THE TWO REMAINING MEMBERS OF STREGA WILL CONFRONT YOU. ACTUALLY, THIS IS MORE OF A GIVEAWAY BATTLE. AN APPETIZER BEFORE THE MAIN DISH.



BOSS: TAKAYA
RPL: FIRE, DARK
NULL: LIGHT
EXP: 14426

BOSS: JIN
NULL: LIGHT AND DARK

THIS BATTLE AIN'T THAT HARD AS IT LOOKS. JUST CONCENTRATE ON ONE TARGET AT A TIME. USE HIGH LEVEL -DYNE SKILLS, EXCEPT FOR FIRE. HEAL AS NEEDED. BUT IF YOUR CHARACTERS ARE HIGH LEVELED, THEN YOU DON'T NEED TO WORRY ABOUT THEM AND JUST TREAT THIS AS A NORMAL BATTLE.

AFTER THEIR DEFEAT, READ THROUGH THE CONVERSATION. THE TWO IDIOTS WILL JUST FALL OFF THE BLOOD-RED RIVER BELOW. THE LAST SHADOW WILL BE FLOATING IN THE MIDDLE OF THE BRIDGE. YOU CAN ALSO CHOOSE YOUR PARTY MEMBERS FOR THIS BATTLE AS WELL.



BOSS: HANGED MAN
EXP: 14971

FOR THE START OF THE BATTLE, THERE WILL BE THREE STATUES ON THE GROUND. YOU CAN'T ATTACK THE MAIN TARGET YET UNLESS YOU DESTROY ALL THOSE STATUES BELOW. THE BEST WAY TO DESTROY IT IS BY USING MA-DYNE SKILLS (MARAGIDYNE, MAZIODYNE) OR ANY POWERFUL GROUP/ALL DAMAGING SKILLS.

AFTER DESTROYING THE FIRST SET OF STATUES, THE MAIN BOSS WILL FALL DOWN. ATTACK IT WITH ALL YOU GOT. YOU DON'T ACTUALLY NEED TO HEAL TOO MUCH IN THIS BATTLE BUT MAKE SURE TO DO SO WHENEVER NEEDED. HE WILL THEN START SUMMONING A DEVIOUS MAYA (NULL ICE). STILL USE GROUP ATTACK SKILLS TO GET RID OF THE MAYA AND DAMAGE THE MAIN BOSS AS WELL.

IN THE LATER PARTS OF THE BATTLE, THE BOSS WILL START SUMMONING SETS OF STATUES AND WILL PULL ITSELF OUT OF TARGET RANGE. GET RID OF THE STATUES IMMEDIATELY. BY DESTROYING ALL/ OR AT LEAST TWO OF THE STATUES AT THE SAME TIME, THE BOSS WILL FALL DOWN HARD TO THE GROUND AND WILL BE OPEN FOR AN ALL-OUT ATTACK. TAKE THIS TO YOUR ADVANTAGE AND THE BATTLE WILL BE OVER SOON. AFTER THE BATTLE, THE WHOLE TEAM WILL START PLANNING FOR A CELEBRATION. JUST READ THROUGH IT AND THE NIGHT WILL END.

11/4 Wed



EARLY MORNING

- PHAROS WILL VISIT YOU FOR THE FIRST TIME IN THE MORNING. HE WILL SAY GOODBYE TO YOU AND SUBSEQUENTLY MAXING OUT THE DEATH ARCANA LINK. YOU CAN NOW CREATE THE ULTIMATE FORM OF THE DEATH ARCANA - THANATOS. ON YOUR WAY TO SCHOOL, YOU WILL HAVE A SHORT CONVERSATION WITH JUNPEI AS WELL.

AFTER SCHOOL EVENING

- THE GAME WILL AUTOMATICALLY TAKE YOU BACK TO THE DORM.
- EVERYBODY IS THERE EXCEPT IKUTSUKI (CHAIRMAN) AND AIGIS. MITSURU'S FATHER WILL ARRIVE AS WELL. THE GANG WILL HAVE SOME FUN AND TAKE PICTURES. THE FOOL ARCANA LINK WILL INCREASE AS WELL. READ THROUGH THE CONVERSATIONS UNTIL...

DARK HOUR

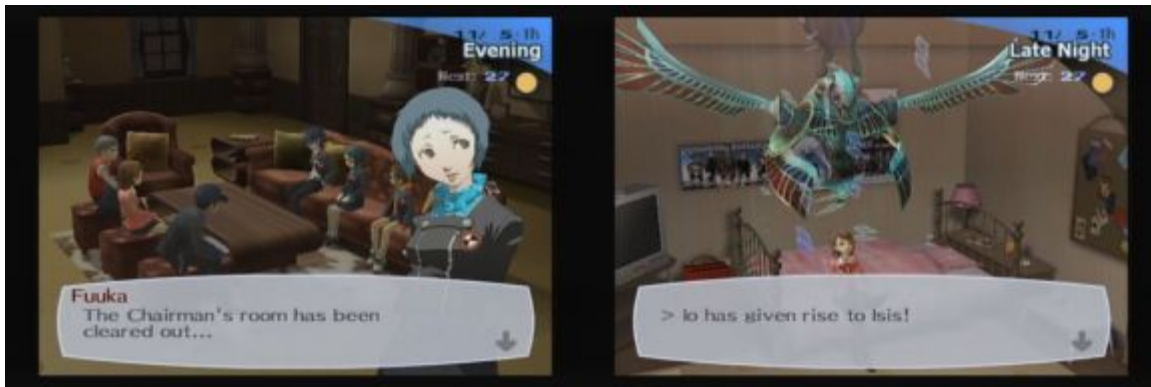
- MUCH TO THEIR DISMAY, THERE IS STILL THE DARK HOUR. THE TEAM DECIDED TO PROCEED TO THE TARTARUS.



AFTER SOME REALLY ANNOYING TWIST OF THINGS (AND I WAS THANKFUL FOR THAT SINCE I DON'T WANT THE GAME TO END YET XD), YOU WILL DISCOVER RYUJI AND AIGIS IN THE TARTARUS. HE HAD SOMEHOW REPROGRAMMED AIGIS TO DO HIS BIDDING. AFTER SOME REALLY EVIL REVELATIONS, YOU GUYS WILL ABOUT TO THE SACRIFICED. AIGIS DID COME TO HER SENSES AND RELEASED YOU GUYS INSTEAD.

SO, JUST WATCH THE FOLLOWING ANIME SCENES. AWESOME. AFTER THE SHOCKING EVENTS, THE DAY WILL END

11/5 Thu



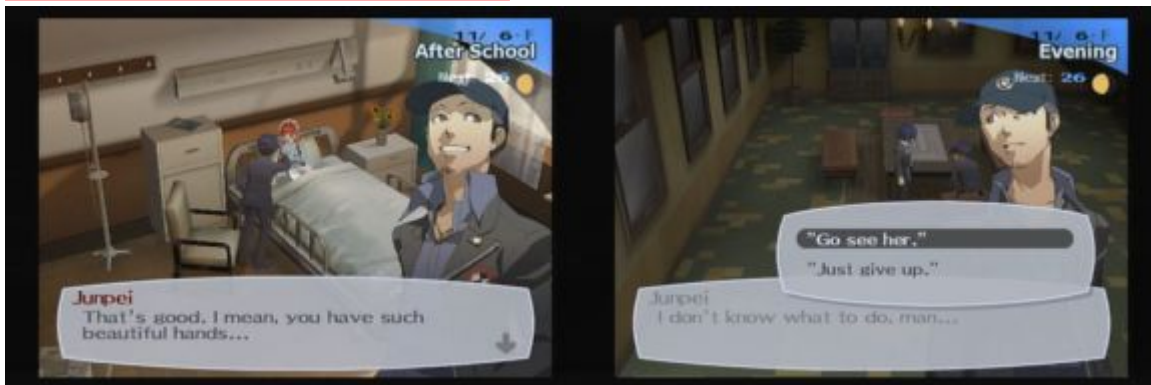
EARLY MORNING
AFTER SCHOOL
EVENING

LATE NIGHT
DARK HOUR

- OVERHEAR CONVERSATION
- TEXT MESSAGE FROM AKI. MEETING AT THE COMMAND ROOM.
- THE TEAM WILL HAVE A BRIEF MEETING. YOU WILL HAVE YOUR FREE TIME AFTER THAT. YOU WON'T BE ABLE TO GO TO TARTARUS FOR THE MEANTIME. **SAVE!**
- SCENE WITH YUKARI. AFTER WATCHING THE REAL VIDEO OF HER FATHER, HER PERSONA WILL CHANGE INTO A POWERFUL FORM.
- YOU WILL BE TAKEN IN YOUR DREAMS TO THE VELVET ROOM; IGOR WILL HAVE A SHORT CONVERSATION WITH YOU.

11/6 Fri

Revival (1)



AFTER SCHOOL

- SCENE WITH JUNPEI AND CHIDORI. FREE TIME. CHECK OUT SOME NEW EQUIPMENT IN THE POLICE STATION BEFORE HANGING OUT WITH ANY OF YOUR FRIENDS; VISIT THE VELVET ROOM ALSO TO ACCEPT **REQUEST #59**. TAKE ELIZABETH TO DATE IN THE SCHOOL. COMPLETING THIS WILL UNLOCK **REQUEST #83** WHICH IS TO WATER THE PLANTS IN THE ROOFTOP OF THE SCHOOL GO BACK THERE AND EXAMINE THE PLANTS BEHIND THE FAT KID. FOR **REQUEST #84**, FIND THE GIRL BESIDE THE VENDING MACHINE IN FRONT OF THE THEATER IN PORT ISLAND STATION AND GIVE HER 20 CIELO MISTS. AFTER THAT, GO UPSTAIRS AND HEAD RIGHT TO FIND THE BATHROOM. TO COMPLETE **REQUEST # 82**, EQUIP THE SCRUB BRUSH YOU OBTAINED FROM AN EARLIER REQUEST AND SCRUB THE FLOORS. WALK HOME WITH YOUR FRIENDS. YOU MAY RETURN TO ELIZABETH TO GET YOUR REWARD.

EVENING

- RECEIVE A CALL FROM ELIZABETH, STATING THAT THE NEW BLOCK IS OPEN IN TARTARUS. FIND JUNPEI IN THE SECOND FLOOR AND TALK TO HIM. TELL HIM TO SEE CHIDORI.

11/7 Sat

EARLY MORNING
AFTER SCHOOL

- OVERHEAR CONVERSATION ABOUT THE INCREASED NUMBER OF THE LOST AGAIN.
- FREE TIME.



EVENING

- YOU MAY NOW VISIT TARTARUS IF YOU WANT. BUY 20 CIELO MISTS FROM THE DORM VENDING MACHINES FOR **REQUEST #84**. YOU MAY ALSO TAKE KURO FOR A WALK. YOU'LL MEET MAMORU ALONG THE WAY.

-TARTARUS-

HARABAH 165F

(ENEMY - WEAKNESS)

APOSTATE TOWER - FIRE/AGI

MIGHTY BEAST - LIGHT/HAMA

KEIDIN MUSA - LIGHT/HAMA

IMPRUDENT MAYA - ICE/ZIO

CRAZY TWINS - FIRE/AGI AND DARK/MUDO

RUINOUS IDOL***- ICE/BUFU

DROPS MOON TABLET NEEDED TO COMPLETE ELIZABETH'S REQUEST.



(TIF) BOSS: JUDGEMENT SWORD (X3)

EXP: 930

ITEM(S): DENSE ROCK (X3)

DRAIN: LIGHTNING

DON'T USE YUKARI AND AIGIS IN THIS FIGHT. I SUGGEST TAKING IN AKIHIKO, SINCE HE IS IMMUNE AGAINST LIGHTNING ATTACKS AND CAN PROVIDE BACKUP HEALING AS WELL. BASICALLY, THE ENEMIES' ATTACKS ARE MAINLY PHYSICAL AND ELECTRICAL ATTACKS. MOST OF THE TIME, THEY WILL USE BUFFS TO INCREASE THEIR STATS THEN HIT YOU WITH PARTY AFFECTING SPELLS.

THE HARD PART OF THIS BATTLE IS WHEN THE ENEMIES USE GROUP DAMAGING ATTACKS CONSECUTIVELY. HAVING A PERSONA WITH ELECTRICAL RESISTANCE/ IMMUNITY IS A GOOD CHOICE HERE BUT CONSIDER HAVING A PERSONA WITH MEDIARAMA OR BETTER, MEDIARAHAN. IT WILL HELP A LOT IF YOU MANUALLY ORDER YOUR TEAM MATES TO CONCENTRATE ON ONE TARGET (CHOOSE "ASSIGN TARGET" FROM THE TACTICS BATTLE MENU) AT A TIME. JUST KEEP YOUR PARTY'S HP ABOVE 50% AND YOU SHOULD DO GOOD. ONCE YOU WERE ABLE TO ELIMINATE THE FIRST TWO ENEMIES, THEN THE LAST ONE SHOULDN'T BE THAT DIFFICULT.



(180F) BOSS: STASIS GIANT (X3)

EXP: 1044

ITEM(S): ATTACK MIRROR (X3)

NULL: SLASH ATTACKS

THESE SET OF ENEMIES CAN BE A PAIN TO FIGHT WITH AS WELL. THEY ALSO USE BUFFS AND GROUP DAMAGING, PHYSICAL ATTACKS. JUST LIKE BEFORE, HAVE A BACKUP HEALER AND YOU TAKE CARE OF THE HEALING, PREFERABLY WITH THE HELP OF A PERSONA WITH MEDIARAMA OR MEDIARAHAN. USING ATTACK MIRRORS IN THIS BATTLE IS PRACTICALLY USELESS SINCE THE REFLECTED DAMAGE TO THE BOSSES IS SLASH DAMAGE -WHICH THEY ARE IMMUNE FROM.

THOUGH THEY HAVE NO ELEMENTAL STRENGTHS OR IMMUNITIES, I SUGGEST USING -DYNE ATTACKS AGAINST THEM. IT SEEMS THAT ZIODYNE DEALS A BIT MORE DAMAGE COMPARED TO THE OTHER ELEMENTS OF THE SAME CALIBER SKILL. FOCUS ON ONE TARGET AT A TIME.

JUST KEEP YOUR TEAM AFLOAT BY KEEPING THEIR HP NEAR FULL. HEAL WHEN NEEDED, AND IF YOU CAN CAST SUPPORT BUFFS, DON'T HESITATE TO USE IT AS WELL.

HARABAH 181+

BATTLE WHEEL - NONE/ STR VS LIGHT/HAMA

GRACIOUS CUPID*** - STRIKE ATTACKS

HELL KNIGHT - WIND/GARU

IMMORAL SNAKE - PIERCING ATTACKS, LIGHT/HAMA AND DARK/MUDO

JUTON OF BLOOD - DARK/MUDO

POWER CASTLE - WIND/GARU

RED SIGIL - ICE/ BUFU

***DROPS PINK FEATHERS TO COMPLETE ELIZABETH'S REQUEST.



(190F) BOSS: PHANTOM KING

EXP: 2786

ITEM(S): HOMUNCULUS (X1)

THIS BOSS HAS NO PARTICULAR WEAKNESS. MOST OF HIS ATTACKS ARE ALL INSTANT DEATHS. YOU NEED TO HAVE SOME HOMUNCULUS STOCKED SO THAT YOUR CHARACTER HAS BETTER CHANCES OF SURVIVING. THE BEST WAY TO AVOID THAT MUCH PROBLEM IS BY GETTING RID OF IT QUICKLY.

HARABAH 191+

ANGRY TABLE - WIND/ GARU AND SLASH
ATTACKS
CURSE DICE - WIND/GARU
DARING GIGAS*** - WIND/ GARU
DESIROUS MAYA - FIRE/AGI

FATE SEEKER - PIERCING, LIGHT/HAMA
ATTACKS
PISTIL MOTHER - ELEC/ZIO

***DROPS RAINBOW HAIR FOR ELIZABETH'S
REQUEST

(201F) BOSS: ROYAL DANCER (X3)

EXP: 1250

ITEM(S): BROKEN HEART (X1)

NOTHING SPECIAL ABOUT THESE BOSSES. JUST ATTACK AND HEAL AS NEEDED.

HARABAH 202+

IRON DICE - ELEC/ ZIO
JUDGEMENT SWORD - DARKNESS/MUDO
MAD CYCLOPS - LIGHT/HAMA
PERPETUAL SAND*** - PHYSICAL
PRIME MAGUS - FIRE/ AGI

STASIS GIANT - ICE/BUFU

***DROPS SAND OF TIME FOR
ELIZABETH'S REQUEST



(211F) BOSS: RECKONING DICE

EXP: 3336

ITEM(S): SWORD OF KING (X1)

NULL: ICE

FROM TIME TO TIME, THIS BOSS WILL USE ATTACK/MAGIC PALING. DON'T HESITATE TO TAKE DAMAGE AFTER IT USES IT, JUST TO GIVE IT AN OPENING FOR YOUR OTHER TEAM MEMBERS TO ATTACK. IT ALSO USES MEGIDO AND OTHER PHYSICAL ATTACKS. THOUGH IT DOES MEDIUM-HEAVY DAMAGE TO ALL YOUR PARTY MEMBERS, JUST KEEP ON HEALING WHEN NEEDED AND YOU SHOULD DO FINE.

OLD DOCUMENT 08 IS LOCATED IN 214F.

AT LEVEL 62, FUKA WILL LEARN A VERY USEFUL SKILL CALLED **ESCAPE ROUTE**. THIS WILL ENABLE YOUR PARTY TO BE TRANSPORTED BACK TO THE ENTRANCE OF TARTARUS. YOU CAN USE THIS ANYTIME YOU WANT AND WHEN YOU'RE WITHIN THE TARTARUS ONLY. YOU SELECT IT FROM THE PARTY COMMAND MENU.

11/8 Sun

DAYTIME

- FREE TIME; YOU MAY VISIT PORT ISLAND STATION AND GIVE ALL YOUR CIELO MISTS TO THE GIRL BESIDE THE VENDING MACHINE, NEAR THE THEATER.

EVENING

- FREE TIME; YOU MAY TAKE KURO FOR A WALK. YOU'LL MEET YUKO ALONG THE WAY.

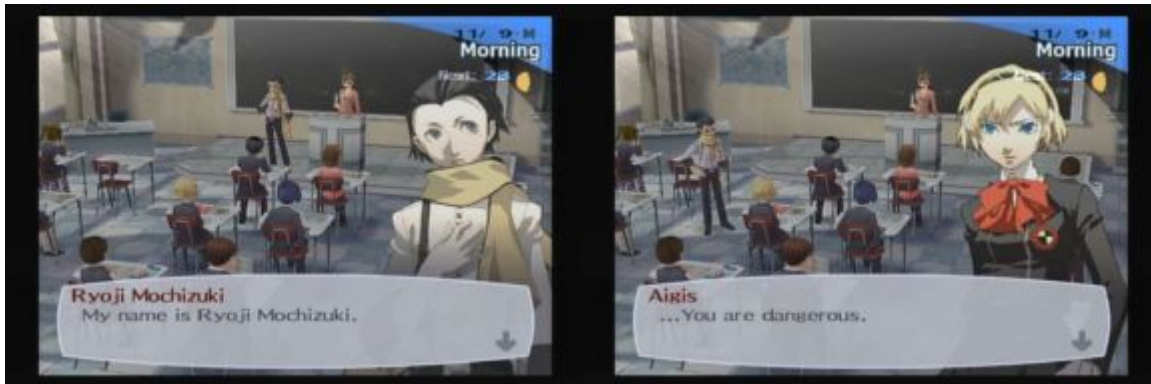
11/9 Mon

EARLY MORNING
MORNING

AFTERNOON

AFTER SCHOOL
EVENING

- OVERHEAR CONVERSATION ABOUT A NEW KID COMING IN YOUR CLASS.
- YOUR CLASS ADVISOR WILL INTRODUCE YOU YOUR NEW CLASSMATE. AIGIS WILL HAVE A BAD IMPRESSION/ FEELING ABOUT THE NEW GUY.
- LECTURE. YOU WILL KNOW ABOUT THE SCHOOL TRIP NEXT WEEK. YOU WILL ALSO HAVE THE OPTION TO STAY AWAKE OR DOZE OFF.
- FREE TIME
- FREE TIME (MITSURU WON'T BE BACK YET)



11/10 Tue

EARLY MORNING
AFTER SCHOOL
EVENING

- CONVERSATION WITH YUKARI. LEARN THAT MITSURU WILL BE COMING BACK TODAY.
- FREE TIME
- FREE TIME

11/11 Wed

Revival (2)

EARLY MORNING
AFTER SCHOOL
EVENING

- OVERHEAR THE CONVERSATION ABOUT RYOJI.
- FREE TIME
- FREE TIME; TALK TO JUNPEI AS WELL AND ENCOURAGE HIM ABOUT CHIDORI. YOU MAY WALK KURO. (OBTAIN **BALM OF LIFE**)

11/12 Thu

Sidequest

MORNING
AFTER SCHOOL
EVENING

- LECTURE; CHOOSE THE 1ST OPTION TO ANSWER THE QUESTION CORRECTLY. (**THE UPANISHADS**) (+CHARM)
- FREE TIME
- FREE TIME; TALK TO KURO TO RECEIVE **GOURMET DOG FOOD**.

11/13 Fri

EARLY MORNING
AFTER SCHOOL
EVENING

- OVERHEAR CONVERSATION ABOUT THE TRIP TO KYOTO
- FREE TIME
- FREE TIME

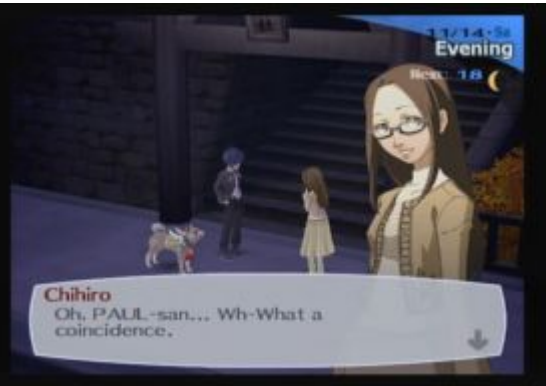
11/14 Sat

Revival (3)

EARLY MORNING
AFTER SCHOOL

EVENING

- LECTURE; STAY AWAKE OR DOZE OFF.
- SCENE WITH YUKARI AND MITSURU. YOU HAVE YOUR FREE TIME AFTER THAT.
- FREE TIME; YOU MAY TALK TO JUNPEI AND ENCOURAGE HIM. YOU CAN ALSO TAKE KUROMARU FOR A WALK. YOU'LL MEET CHIHIRO ALONG THE WAY.



11/15 Sun

DAYTIME

EVENING

- FREE TIME. IF YOU DON'T HAVE ANY PLANS WITH ANY OF YOUR FRIENDS, I SUGGEST TAKING TIME TO VISIT AKINARI. IT WILL JUST TAKE 10 SUNDAYS TO MAX YOUR LINK WITH HIM.
- FREE TIME

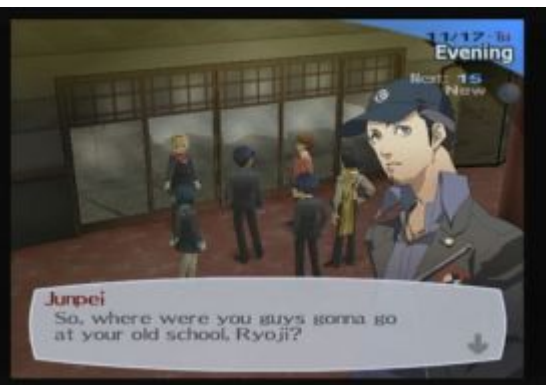
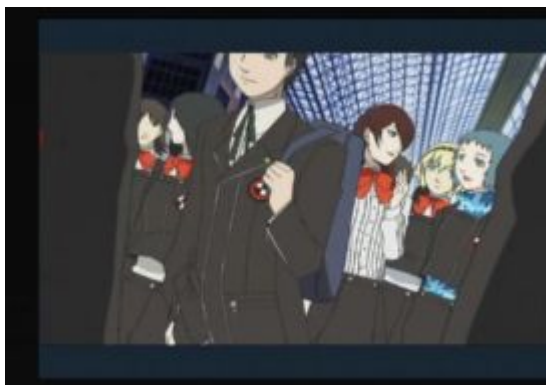
11/16 Mon

EARLY MORNING

MORNING
AFTER SCHOOL
EVENING

- OVERHEAR CONVERSATION ABOUT THE SCHOOL TRIP THE NEXT DAY
- LECTURE; STAY AWAKE OR DOZE OFF.
- FREE TIME
- FREE TIME; YOU MAY TAKE KURO FOR A WALK. OBTAIN **LUCKY CHARM**.

11/17 Tue **Kyoto School Trip**



EVENING

- TALK TO EVERYBODY IF YOU WANT. OTHERWISE, FIND YOUR ROOM IN THE 2ND FLOOR, IN THE END OF THE HALLWAY. **BUY ALL DRINKS AVAILABLE IN ANY VENDING MACHINE FOR REQUEST # 80**

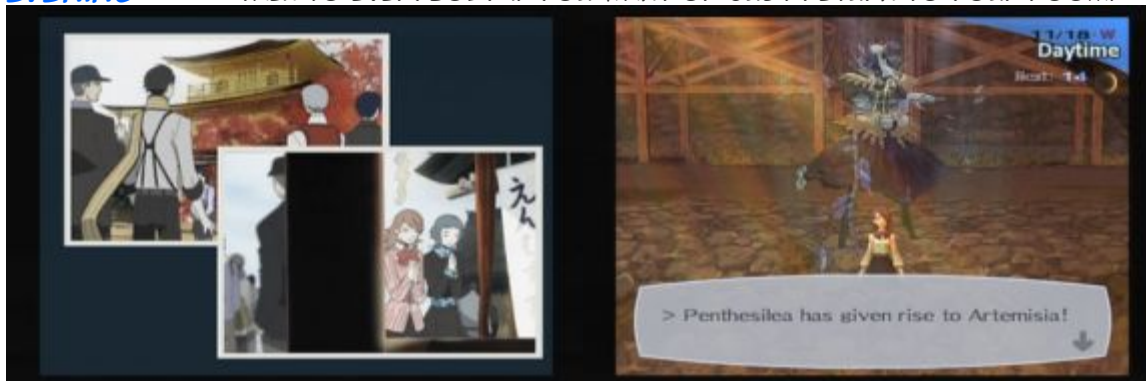
11/18 Wed

DAYTIME

- SECOND DAY OF THE SCHOOL EXCURSION. AFTER A SUMMARY OF WHAT HAPPENED DURING THE DAY, THE SCENE WILL SWITCH TO YUKARI AND MITSURU. AFTER SOME REALLY SERIOUS CONVERSATION, A NEW PERSONA WILL BE AVAILABLE FOR MITSURU.

EVENING

- TALK TO EVERYBODY IF YOU WANT OR JUST RETURN TO YOUR ROOM.



11/19 Thu



DAYTIME

- THE GAME WILL AUTOMATICALLY TAKE YOU THROUGH THE ACTIVITIES DURING THE DAY. YOU WILL GET CONTROL ONCE EVENING ARRIVES.

EVENING

- ONCE YOU GAIN CONTROL, TALK TO AKI TO SAVE THE GAME. LEARN ALSO THAT JUNPEI IS LOOKING FOR YOU DOWNSTAIRS. GO THERE AND TALK TO HIM. HE WILL INVITE YOU GUYS TO GO TO THE HOT SPRING. GO BACK TO YOUR ROOM TO GET CHANGED.

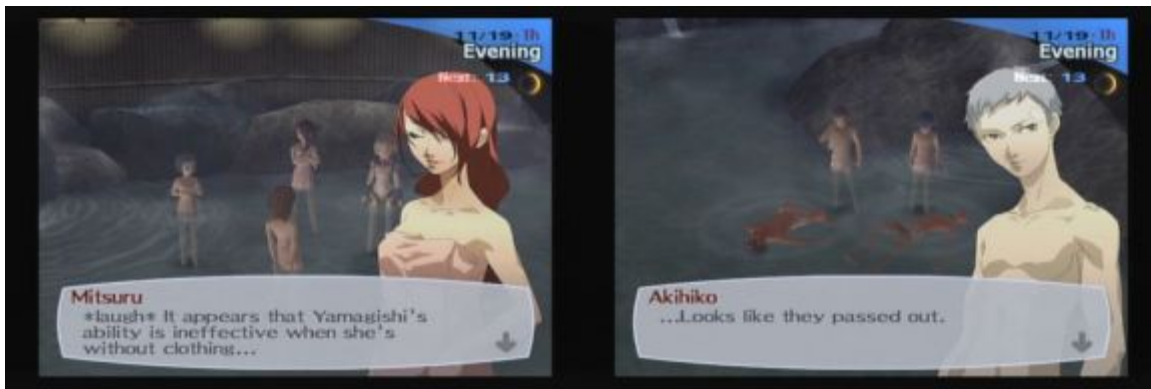
ONCE THERE, JUST READ THROUGH THE CONVERSATIONS. AFTER A FEW MINUTES, THE GIRLS WILL ENTER. THOUGH YOU MAY THINK THAT YOU GUYS ARE LUCKY BASTARDS, YOU WILL BE THROWN INTO A FUNNY MINI GAME OF HIDE AND SEEK. IT'S A FUNNY MINI-GAME ACTUALLY. GOOD LUCK!

1) FIRST, HIDE ON THE EAST SIDE OF THE CENTRAL ROCK, STAYING CLOSE TO IT. WAIT UNTIL THE GIRLS MENTION THAT THEY DIDN'T FIND ANYTHING.

2) WHEN THE GIRLS DECIDE TO CHECK THE OTHER SIDE, SLOWLY LOOPED AROUND THE BOTTOM OF THE ROCK AND HIDE ON THE WEST SIDE, AGAIN CLOSE TO THE ROCK. WAIT PATIENTLY UNTIL THEY MENTION THAT THEY DIDN'T FIND YOU EITHER.

3) WHEN THE GIRLS SPLIT UP, SLOWLY WALK TO THE CENTRAL GAP, INTERACT WITH THE FALLS AND SELECT HIDE.

UNFORTUNATELY, YOU DON'T GET ANYTHING FOR YOUR EFFORTS, BUT THE FOLLOWING SCENES ARE MORE AMUSING THAN THE ALTERNATIVE. MITSURU JOKES THAT FUKA'S DETECTION IS WORTHLESS WITHOUT HER CLOTHES AND AIGIS MUSES ABOUT THE DIFFERENCE IN HUMAN BODIES. (PARTICULARLY, BUST SIZE) THE DEPARTURE SCENE IS ALSO A BIT DIFFERENT FROM THE OTHER ONE.



11/20 Fri

DAYTIME

- CONVERSATION WITH THE GUYS BEFORE BOARDING THE RIDE HOME. AFTER THE INCIDENT LAST NIGHT, THE GIRLS WON'T TALK TO YOU GUYS.

EVENING

- YOU WILL BE BACK AT THE DORM. YOU WON'T BE ABLE TO GO TO TARTARUS FOR TONIGHT SO DO WHATEVER YOU WANT TO DO. YOU CAN GIVE KEN ANY SOUVENIR YOU MAY HAVE BOUGHT FROM KYOTO. YOU MAY ALSO TAKE KURO FOR A WALK; KEN WILL JOIN YOU.

11/21 Sat

Sidequest

EARLY MORNING

- OVERHEAR CONVERSATION ABOUT THE CAREER EXPERIENCE ON MONDAY.

MORNING

- REMINDER ABOUT THE CAREER EXPERIENCE NEXT WEEK. STAY AWAKE OR DOZE OFF.

AFTER SCHOOL

- FREE TIME. SINCE THINGS HAVE SETTLED DOWN A BIT, YOU CAN NOW ASK MITSURU OUT, AS LONG AS YOU MAXED OUT YOUR ACADEMICS (LV.6 OR **GENIUS**) AND RANKED 1ST AT LEAST ONE MAJOR EXAM. FIND HER IN FRONT OF THE SCHOOL BOARD NEAR THE FACULTY OFFICE. AFTER SOME BONDING MOMENTS WITH HER, YOU WILL UNLOCK THE **EMPRESS** ARCANA.

EVENING

- TALK TO KEN TO GET THE **FEATHERMAN R** TOY NEEDED FOR REQUEST # 86. LATE AT NIGHT, YOU'LL WITNESS A SHORT SCENE WITH CHIDORI AND THE REST OF STREGA.



11/22 Sun

Revival (4)

DAYTIME

- FREE TIME

EVENING

- THE TEAM WON'T BE GOING TO THE TARTARUS TONIGHT. TALK TO JUNPEI FOR THE LAST "REVIVAL" CONVERSATION. TAKE YOUR TIME AND SLEEP.

DARK HOUR

- FULUKA WILL WAKE YOU UP. YOU WILL FIND YOURSELF IN THE MEETING ROOM AND THE NEXT SCENES WILL FOLLOW.



APPARENTLY, CHIDORI WILL ATTACK YOU GUYS. BEFORE DEPLOYING, YOU NEED TO CHOOSE YOUR PARTY MEMBERS. JUNPEI WON'T BE THERE THOUGH. WHEN READY, TALK TO FUUKA AND COMMENCE WITH THE OPERATION.

A FEW MORE CONVERSATIONS LATER, YOU WILL FIND YOURSELF FIGHTING AGAINST CHIDORI.



BOSS: CHIDORI
EXP: 16089
ITEM(S): NONE
DRAIN: FIRE
STR: DARK/LIGHT

THIS BATTLE IS RATHER EASY. YOU CAN JUST ORDER YOUR ALLIES TO GO ON FULL ASSAULT. CHIDORI ALSO HAS THIS INNATE SKILL CALLED SPRING OF LIFE THAT RESTORES A GOOD AMOUNT OF HER HP ON EVERY TURN. JUST KEEP ON ATTACKING AND HEAL WHEN NEEDED. HER ATTACKS ARE FIRE-BASED.

WATCH THE FOLLOWING SCENES INCLUDING JUNPEI'S NEAR DEATH EXPERIENCE WITH STREGA. CHIDORI GAVE HIM HER LIFE FORCE AND WILL CONFESS HER LOVE FOR JUNPEI. AFTER THAT REALLY HEARTBREAKING SCENE, JUNPEI WILL ACQUIRE CHIDORI'S SPRING OF LIFE SKILL (WHICH WORKS LIKE THE PASSIVE SKILL REGENERATION) AND HE WILL ALSO HAVE A NEW PERSONA. AFTER THE FOLLOWING SCENES, THE REMAINING DUO OF STREGA WILL LEAVE. YOU WILL BE BACK TO YOUR DORM AUTOMATICALLY.

11/23 Mon (Holiday)

DAYTIME - FREE TIME
EVENING - FREE TIME.

11/24 Tue Career Experience

EARLY MORNING - CAREER EXPERIENCE WILL LAST FOR 4 DAYS. THE GAME WILL AUTOMATICALLY SKIP THE DAYS.



11/27 Fri

EVENING

- FREE TIME ; YOU MAY TAKE KUROMARU FOR A WALK. OBTAIN *MAD BULL*

11/28 Sat

AFTER SCHOOL

- FREE TIME; YOU CAN NOW VISIT THE GIRL BY THE PERSIMMON TREE AND GIVE HER ALL THE DRINKS YOU BOUGHT FROM THE KYOTO TRIP (ACTUALLY SHE ONLY NEEDS ONE OF OUT OF THOSE 3 KYOTO EXCLUSIVE DRINKS BUT I DON'T WHICH ONE IT IS). PAY HER 5000 YEN TO GET ODEN JUICE. YOU CAN NOW DELIVER THIS TO ELIZABETH AND CLAIM YOUR REWARD.

EVENING

- SCENE WITH THE TEAM AND JUNPEI. THE FOOL ARCANA WILL INCREASE.



11/29 Sun

**DAYTIME
EVENING**

- FREE TIME
- FREE TIME.

11/30 Mon

Deadline

**MORNING
AFTER SCHOOL
EVENING**

- LECTURE; 3RD ANSWER (THEY DID BOTH) (+CHARM)
- FREE TIME
- FURTHER CONVERSATIONS WITH THE TEAM. DURING LATE NIGHT, YOU WILL UNLOCK A SECRET/EXTRA SCENE AFTER ENCOURAGING JUNPEI DURING ALL FOUR REVIVAL DATES (MARKED IN THE WALKTHROUGH)

12/1 Tue

**AFTER SCHOOL
EVENING**

- FREE TIME
- FREE TIME

12/2 Wed

FULL MOON

**EARLY MORNING
AFTERNOON
EVENING
DARK HOUR**

- CONVERSATION WITH AIGIS
- FREE TIME
- SAVE YOUR GAME!
- WATCH THE FOLLOWING SCENES BETWEEN AIGIS AND RYOJI. THINGS ABOUT YOUR MAIN CHARACTER'S PAST WILL BE CLEARER NOW AND WHAT IS RYOJI'S RELATIONSHIP WITH AIGIS.



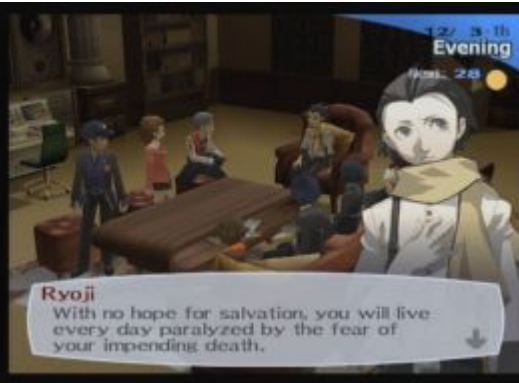
AFTER THAT EVENT, THE WHOLE TEAM WILL ARRIVE. THE DARK HOUR WILL END AUTOMATICALLY AFTER KNOWING THE HARSH TRUTH ABOUT WHAT LIES AHEAD...

12/3 Thu

AFTER SCHOOL EVENING

- MITSURU WILL INFORM YOU GUYS ABOUT THE MEETING TONIGHT.
- RYOJI WILL BE AT THE DORM. HE WILL EXPLAIN EVERYTHING AND WHAT IS WAITING. THIS PART OF THE GAME IS WHERE EVERYTHING TURNS SERIOUS AND DARK. YOU WILL DISCOVER RYOJI'S ROLE ABOUT THE INEVITABLE OCCURRING OF THE FALL AND THIS BEING CALLED NYX...

HE WILL GIVE YOU ANOTHER OPTION AND TIME TO DECIDE. HE WILL ASK FOR YOUR FINAL ANSWER ON NEW YEAR 'S EVE, DECEMBER 31ST. THIS IS A SHOCKING REVELATION FOR ALL OF YOU GUYS AND FOR A LONG PERIOD OF TIME, EVERYBODY WON'T HAVE THE REASON TO VISIT TARTARUS.



12/4 Fri

EARLY MORNING AFTER SCHOOL EVENING

- OVERHEAR CONVERSATION
- FREE TIME
- SINCE YOU CAN'T GO TO TARTARUS THIS TIME, YOU CAN JUST TALK TO YOUR TEAM MATES TO GET SOME INFORMATION ABOUT WHAT IS HAPPENING.

12/5 Sat

EARLY MORNING AFTER SCHOOL EVENING

- OVERHEAR CONVERSATION THAT RYOJI IS GONE.
- FREE TIME (YOUR SCHOOL FRIENDS WON'T BE AROUND BECAUSE OF THE EXAMS)
- FREE TIME. YOU CAN'T STILL GO TO TARTARUS. THIS WILL GO ON FOR ANOTHER FEW DAYS.

12/6 Sun

DAYTIME - FREE TIME
EVENING - FREE TIME

12/7 Mon

EARLY MORNING - CONVERSATION WITH YUKARI
MORNING - LECTURE; REMINDER OF THE COMING EXAMS NEXT MONDAY.
CHOOSE 1ST OPTION (OZONE) TO INCREASE YOUR CHARM.
AFTER SCHOOL - FREE TIME
EVENING - FREE TIME

12/8 Tue

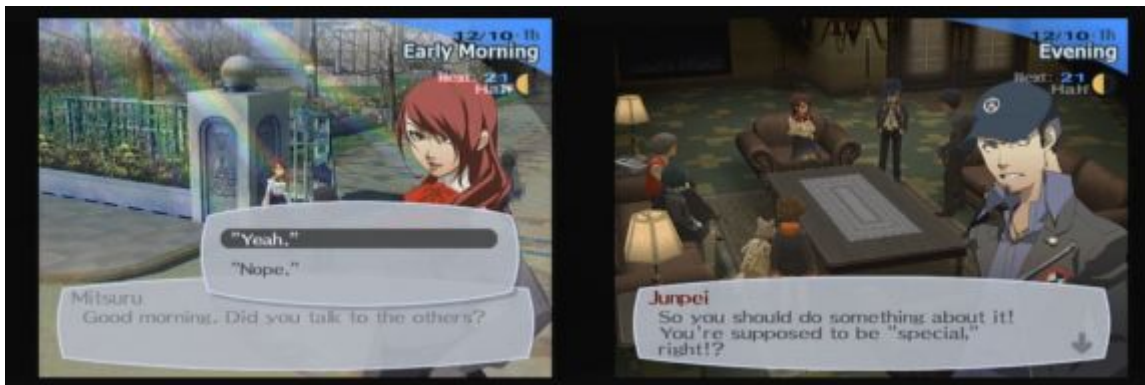
EARLY MORNING - CONVERSATION WITH FUUKA.
AFTER SCHOOL - FREE TIME
EVENING - FREE TIME

12/9 Wed

EARLY MORNING - CONVERSATION WITH AKI.
MORNING - LECTURE; STAY AWAKE OR DOZE OFF
AFTER SCHOOL - FREE TIME
EVENING - FREE TIME

12/10 Thu

EARLY MORNING - CONVERSATION WITH MITSURU.
AFTER SCHOOL - FREE TIME
EVENING - MEETING WITH THE TEAM. *ALSO, YOU CAN NOW GO TO TARTARUS.* AIGIS WON'T BE THERE HOWEVER.



12/11 Fri

AFTERNOON - LECTURE; CHOOSE FIRST ANSWER. (CACTI) (+ CHARM)
AFTER SCHOOL - FREE TIME
EVENING - FREE TIME

12/12 Sat

MORNING
AFTER SCHOOL
EVENING

- LECTURE; STAY AWAKE OR DOZE OFF
- FREE TIME
- FREE TIME; YOU MAY WALK KURO. YOU'LL MEET CHIHIRO ALONG THE WAY.

12/13 Sun

DAYTIME
EVENING

- FREE TIME (UNLESS YOU HAVE PLANS WITH SOMEBODY)
- FREE TIME

12/14 Mon 2nd Sem-Finals

EARLY MORNING - START OF THE 2ND SEMESTER FINAL EXAMS. THIS WILL LAST FOR 6 DAYS.

IF YOU HAVE PAID ATTENTION TO THE QUESTIONS IN THE PAST LECTURES, THEN YOU SHOULDN'T HAVE THAT MUCH PROBLEMS DEALING WITH THE EXAM. THE DAYS WILL PASS AUTOMATICALLY, ONE QUESTION PER DAY. IN THE LAST DAY, THE GAME WILL TAKE OVER AND DEPENDING ON YOUR ACADEMICS LEVEL, YOU COULD GET A PERFECT SCORE.

12/14 - 4) 1185

12/15 - 2) OXYGEN

12/16 - 1) LEFT-HAND RULE

12/17 - 4) WINTER MORNINGS ARE PLEASANT

12/18 - 2) CACTI

12/19 Sat Last Day of Exams

*EXAMS END TODAY
AFTER SCHOOL
EVENING

- FREE TIME
- FREE TIME OR YOU CAN WALK KUROMARU. YOU'LL MEET KENJI ALONG THE WAY.

12/20 Sun

DAYTIME
EVENING

- CONVERSATION BETWEEN MITSURU AND YUKARI; FREE TIME AFTER THAT
- FREE TIME

12/21 Mon

LUNCHTIME

AFTERNOON

AFTER SCHOOL
EVENING

- EXAM RESULTS WILL BE POSTED. IF YOU SCORED THE HIGHEST, SEE MITSURU FOR YOUR REWARD.
- LECTURE; CHOOSE 2ND ANSWER (**KIDO**) TO INCREASE YOUR CHARM.
- FREE TIME
- FREE TIME; YOU MAY TAKE KURO FOR A WALK. MITSURU MAY JOIN YOU.

12/22 Tue

MORNING
AFTER SCHOOL
EVENING

- LECTURE; CHOOSE 1ST OPTION (**EUPHORIA**) TO INCREASE CHARM
- FREE TIME
- FREE TIME; YOU MAY TAKE KURO FOR A WALK. FUUKA MAY JOIN YOU.

12/23 Wed

DAYTIME

EVENING

- TODAY IS A HOLIDAY. NO SCHOOL FOR TODAY. FREE TIME. YOU WILL ALSO SEE A SCENE BETWEEN AKI AND KEN.
- FREE TIME; YOU MAY TAKE KURO FOR A WALK. YUKARI MAY JOIN YOU.

12/24 Thu

Christmas Eve

MORNING
LUNCHTIME

AFTER SCHOOL

- LECTURE (STAY AWAKE OR DOZE OFF)
- YOU MAY RECEIVE AN INVITATION FROM A SPECIAL SOMEONE TO SPEND YOUR CHRISTMAS EVE WITH. IT DEPENDS ON WHO YOU SEE OFTEN.
- YOU AND YOUR DATE WILL HANGOUT UNTIL DARK. IF YOU ARE ALONE, THEN THIS IS YOUR FREE TIME.



12/25 Fri

Christmas

AFTER SCHOOL
EVENING

- FREE TIME
- FREE TIME

12/26 Sat

EARLY MORNING

MORNING
AFTER SCHOOL
EVENING

- THIS IS THE LAST DAY OF THE 2ND SEMESTER. OVERHEAR CONVERSATION ABOUT THE WINTER BREAK.
- LECTURE; STAY AWAKE OR DOZE OFF
- FREE TIME
- FREE TIME; YOU MAY WALK KUROMARU

12/27 Sun

DAYTIME

EVENING

- **START OF WINTER VACATION.** YOU WILL ALSO SEE SCENE BETWEEN FUKA AND JUNPEI. FREE TIME AFTER THAT.
- FREE TIME; YOU MAY TALK KURO FOR A WALK. JUNPEI MAY JOIN YOU.

12/28 Mon

DAYTIME

EVENING

- FREE TIME. IF YOU WANT, THIS IS ONE OF THOSE DAYS WHEN YOU CAN CHAT WITH MAYA ON NORMAL DAYS.
- FREE TIME (IF YOU DECIDE NOT TO CHAT WITH MAYA. IF YOU DID, THE WHOLE DAY WILL BE SPENT AND YOU WILL AUTOMATICALLY ENTER THE NEXT DAY.)

12/29 Tue

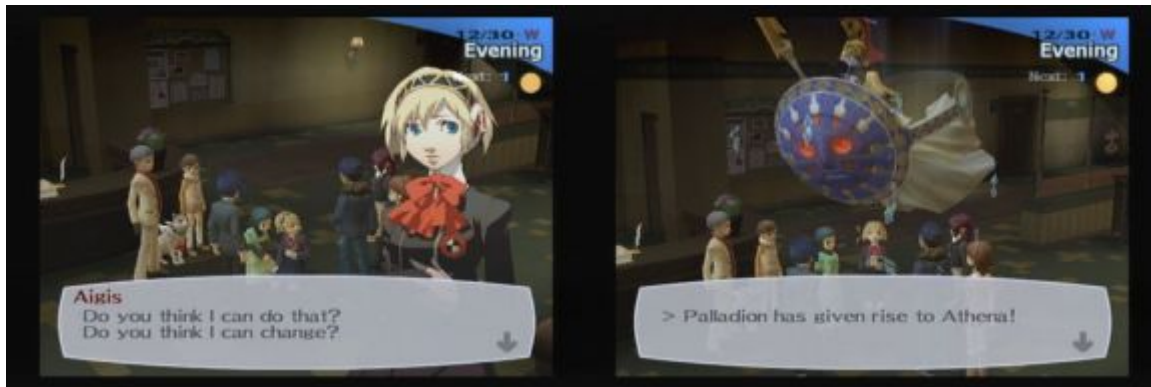
Deadline (46)

DAYTIME
EVENING

- FREE TIME
- FREE TIME; YOU MAY TAKE KURO FOR A WALK. OBTAIN LUCKY CHARM



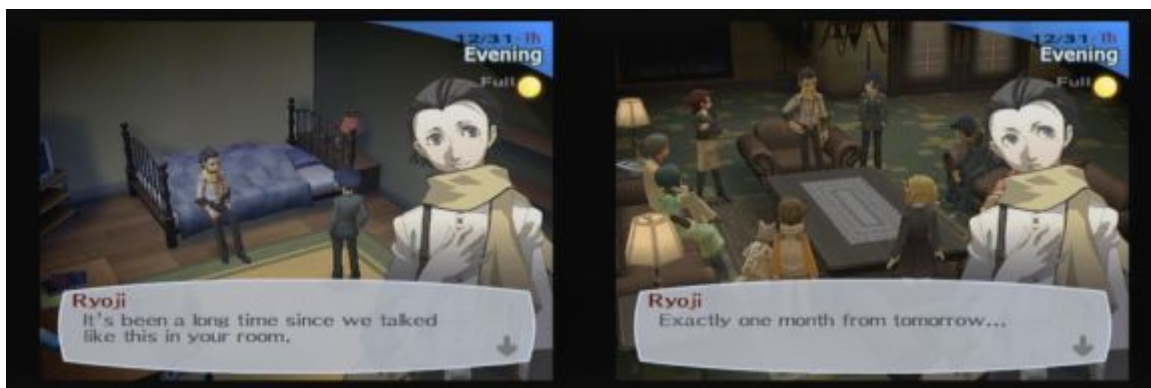
12/30 Wed



- EARLY MORNING** - CONVERSATION WITH YUKARI. YOU WILL LEARN THAT AIGIS IS NOW COMING BACK.
- DAYTIME** - FREE TIME.
- EVENING** - WATCH THE SCENE WITH AIGIS' RETURN. HER PERSONA WILL CHANGE AS WELL. FREE TIME AFTER THAT. SAVE.

12/31 Thu **FULL MOON**

- DAYTIME** - FREE TIME. (THIS IS YOUR LAST CHANCE TO SAVE IF YOU STILL HAVEN'T.)
- EVENING** - RYOJI WILL BE THERE. THIS IS THE CRUCIAL MOMENT OF THE GAME. HERE, YOUR DECISION WILL AFFECT THE ENDING, LITERALLY.



YOU WILL NEED TO TALK TO HIM IN YOUR ROOM. YOU WILL HAVE TWO CHOICES, LET RYOJI LIVE OR KILL HIM. IF YOU DECIDE TO KILL HIM, THEN THAT IS THE EASIEST WAY TO END THE GAME. THE GAME WILL AUTOMATICALLY TAKE YOU ON GRADUATION DAY WITH ALL YOUR MEMORIES ABOUT YOUR BATTLES AND THE DARK HOUR ERASED. AFTER SOME QUITE "NORMAL" CIRCUMSTANCES, YOU AND EVERYBODY DOESN'T KNOW ANYTHING ABOUT THE INEVITABLE OCCURRENCE OF THE FALL. TO CONTINUE FURTHER IN THE GAME, CHOOSE THE DEFAULT OPTION TO LET HIM LIVE.

IN THIS NIGHT, THE FOOL ARCANA WILL BE MAXED OUT AND THE FINAL ARCANA/ SOCIAL LINK WILL BE UNLOCKED AS WELL. THIS IS THE **JUDGEMENT ARCANA**. RYOJI WILL BID YOU FAREWELL AND YOU WILL START YOUR NEW YEAR.

1/1 Fri



EARLY MORNING

DAYTIME

EVENING

DARK HOUR

- SHORT SCENE WITH THE BOYS. YOU WILL DECIDE TO CATCH UP WITH THE GIRLS IN THE SHRINE.

- READ THROUGH THE CONVERSATION BETWEEN THE GALS AND THE BOYS. AFTER THAT, TALK TO EVERYBODY IF YOU WANT, THEN TALK TO MITSURU TO LEAVE. WATCH THE FOLLOWING SCENES. YOU WILL BE BACK AT THE DORM AUTOMATICALLY.

- YOU WILL GET A CALL FROM ELIZABETH REGARDING THE NEW FLOOR/BLOCK OPEN IN TARTARUS. YOU SHOULD VISIT IT TONIGHT..

- VISIT TARTARUS TONIGHT. CHECK OUT SOME NEW REQUESTS FROM ELIZABETH AS WELL. THE HARDEST REQUEST OF ALL CAN'T BE ACCOMPLISHED BY NOW SO JUST SAVE IT FOR LATER.

-TARTARUS-

6TH BLOCK ADAMAH

AS SOON AS YOU ENTER THE 6TH BLOCK, YOUR JUDGEMENT ARCANA WILL INCREASE BY ONE.

- NEW ENEMIES -

AMENTI RAVEN - ELEC/ ZIO

BIGOTED MAYA - FIRE/ AGI

DEATH CASTLE - WIND/ GARU

DEATH DICE - ICE/ BUFU

GLORIOUS HAND** - PHYSICAL ATTACKS

GREEN SIGIL - FIRE/ AGI

SLAUGHTER DRIVE - ELEC/ZIO

ONNEN MUSA - FIRE/ AGI

**DROPS PLATINUM MEDAL

(220F)BOSS: NOBLE SEEKER X3

EXP: 1594

ITEM(S): BEAD X15

THIS IS THE FIRST OUT OF THE FIVE GUARDIANS YOU NEED TO DEFEAT BEFORE THE 31ST. AVOID USING ELEMENTAL ATTACKS AGAINST THESE ENEMIES. AS USUAL, HAVE SOMEONE TAKE CARE OF THE HEALING AND ATTACK NORMALLY. IF YOU HAVE A DECENT LEVEL, THEN THIS BATTLE SHOULDN'T BE THAT HARD. DON'T BE FOOLED THOUGH, SINCE THESE ENEMIES HAVE GOOD EVASION RATES. AFTER DEFEATING THE BOSSES, YOUR JUDGEMENT ARCANA LINK WILL INCREASE BY ONE.

MAKE YOUR WAY TO THE NEXT GUARDIAN AND TERMINAL AT THE 228TH FLOOR. ALONG THE WAY, ON 224F, YOUR JUDGEMENT ARCANA WILL INCREASE AGAIN. UPON REACHING THE 228^F TERMINAL, GO BACK DOWN AND SAVE. ENGAGE THE ENEMIES WHEN READY.





(228F)BOSS: CARNAL SNAKE X3

EXP: 1711

ITEM(S): CLIP OF KING X3

THESE ENEMIES HAVE REALLY GOOD MAGIC RESISTANCE AND CAN QUICKLY DRAIN YOUR PARTY'S SP, RESTRICTING YOUR OFFENSIVE AND RECOVERY CAPABILITIES. ANOTHER THING TO NOTE IS THAT THESE GUYS ALSO CAST/USE TETRAKARN. THINK OF IT THAT THEY JUST USED AN ATTACK MIRROR.

THESE ENEMIES ALSO USE MUDOON AND SOME -DYNE ATTACKS SO REVIVE/ HEAL AS OFTEN AS NEEDED. THE BATTLE COULD BE EASY OR DISASTROUS, DEPENDING ON YOUR PARTY'S COMPOSITION. IF YOU ARE HAVING PROBLEMS, LOAD THE GAME AGAIN, THEN TRY BRINGING PARTY MEMBERS THAT CAN PROVIDE SUPPORT OR OFFENSE.

AFTER DEFEATING THE BOSSES, YOUR JUDGEMENT ARCANA LINK WILL INCREASE BY ONE.

- 229F+ -

DARING GIGAS (LV70) - WIND/ GARU

DOOM SWORD - ICE/ BUFLU

LIGHT BALANCE - ELEC/ ZIO

INFINITE SAND - ICE/ BUFLU

ROYAL DANCER - NO WEAKNESS (RPL WIND, NULL LIGHT AND DARK)

SILVER DICE - NO WEAKNESS (NULL PHYS, DARK)



(236F)BOSS: WORLD BALANCE

EXP: 4252 EXP

ITEM(S): MEGIDOLAON GEM

THIS BOSS CAN BE PRETTY ANNOYING. THOUGH IT DOESN'T HAVE SPECIFIC WEAKNESSES, ITS ATTACKS ARE ALWAYS PARTY BASED SO MAKE SURE SOMEONE HAS THE CAPABILITY TO USE MEDIARAMA/HAN. YOU CAN USE A MAGIC MIRROR IF YOU WANT BUT THAT WON'T BE A GOOD IDEA SINCE IT WILL START USING MEGIDOLAON ON EVERY TURN. UNLESS YOU HAVE A STRONG HEALER, DO NOT ATTEMPT TO USE A MAGIC MIRROR. TO FURTHER HELP YOU IN BATTLE, USE SUPPORT SKILLS LIKE BUFFS OR THE ONES THAT LOWER THE ENEMY'S STATS.

AFTER DEFEATING THE BOSS, YOUR JUDGEMENT ARCANA LINK WILL INCREASE BY ONE.

- 237F+ -

DEVIOUS MAYA - ELEC/ZIO
 ETERNAL EAGLE - DARK/ MUDO
 NEMEAN BEAST - DARK/ MUDO
 JOTUN OF EVIL - PHYSICAL ATTACKS
 WICKED TURRET - ELEC/ZIO



(236F)BOSS: FIERCE CYCLOPS X3
EXP: 2088
ITEM(S): COIN OF KING X3
NULL: ELEC
STR: FIRE, PHYSICAL ATTACKS

USE YOUR MOST POWERFUL MAGICAL ATTACKS HERE EXCEPT ELEC. ALSO SINCE THESE ENEMIES CAN CAST PARTY TARGETING SPELLS, CHECK YOUR PARTY'S HP AND MAINTAIN IT ABOVE 80% ALWAYS. BUFUDYNE AND GARUDYNE DEALS A BIT MORE DAMAGE COMPARED TO OTHER SPELLS SO MAKE SURE YOU USE THEM IF YOU CAN.

WATCH OUT WHEN THEY START TO POWER CHARGE; THERE WILL ALWAYS BE A HIGH PROBABILITY THAT THEY CAN KILL YOUR CHARACTERS IN ONE HIT AFTER POWER CHARGING. ALSO, WHEN THEY HAVE VERY LOW HP REMAINING, THEY WILL USE A SUICIDE ATTACK CALLED LAST RESORT THAT DEALS MEDIUM-HEAVY DAMAGE TO ALL YOUR PARTY MEMBERS. JUST OUTLAST THE BATTLE BY HEALING OFTEN AND ASSIGNING ONE TARGET TO YOUR OFFENSIVE MEMBERS.

AFTER DEFEATING THE BOSSES, YOUR JUDGEMENT ARCANA LINK WILL INCREASE BY ONE.

- 245F+ -

EMPEROR BEETLE - STRIKE ATTACKS
 FIERCE CYCLOPS - NO WEAKNESS; STR VS SLASH ATTACKS AND FIRE
 HARMONY GIANT - ICE
 PLATINUM DICE - ELEC/ ZIO
 WRATHFUL BOOK - FIRE/ AGI

(252F)BOSS: JOTUN OF GRIEF
EXP: 4500
ITEM(S): FINE STATUETTE
NULL: ELEC, WIND, STRIKE
DRN: FIRE, ICE



SO ALL MAGICAL ATTACKS DOESN'T WORK. GOOD THING, PIERCING ATTACKS CAN AFFECT THIS BOSS. IF YOU WANT, YOU CAN BRING IN KEN, AIGIS AND YUKARI IN THIS BATTLE. IF YOU CAN CAST NON-ELEMENTAL SPELLS SUCH AS MEGIDO, DO SO. ALSO, YOU CAN NULLIFY THE ENEMY'S RESISTANCE BY USING -BREAK SKILLS. IF YOU HAVE A PERSONA THAT CAN DO THAT, USE IT. IF NOT, YOUR ALLIES SHOULD BE ABLE TO CAST IT - THOUGH IT ALSO DEPENDS ON THE LEVEL.

THIS BOSS ALSO USES MEGIDOLAON WHICH IS PRACTICALLY A PARTY-BASED ATTACK SO KEEP YOUR PARTY AFLOAT BY HEALING OFTEN. THIS BOSS IS NOT THAT HARD AS LONG AS YOUR PARTY CAN DEAL DAMAGE AND PAST THROUGH ITS DEFENSES. AFTER DEFEATING THE BOSS, YOUR JUDGEMENT ARCANA LINK WILL INCREASE BY ONE. CONGRATULATIONS! YOU HAVE JUST DEFEATED ALL THE FIVE GUARDIANS BLOCKING THE PATH TOWARDS TARTARUS' TOP FLOOR.



CONTINUE UP UNTIL YOU REACH THE HIGHEST FLOOR YOU CAN REACH FOR NOW. HERE, YOUR JUDGEMENT ARCANA WILL BE AUTOMATICALLY MAXED OUT. THE PATH WON'T BE OPEN UNTIL JAN 31ST SO HEAD DOWN FOR NOW. ALSO, AFTER DEFEATING THE LAST GUARDIAN, A NEW SURPRISE IS IN STORE FOR YOU.

IN THE GROUND FLOOR OF TARTARUS, AN ENORMOUS DOOR WILL APPEAR ON THE NORTHEAST, BEHIND AIGIS AND KOROMARU. THIS GIVES YOU ACCESS TO AN OPTIONAL DUNGEON, KNOWN AS *MONAD*. THE ENEMIES HERE ARE EXTREMELY POWERFUL AND HIGH-LEVELLED SO ALWAYS SAVE BEFORE EXPLORING THIS AREA. HOWEVER, IF YOU ARE ABLE TO DEFEAT AN ENEMY HERE AND GET A WAND ORACLE (CARD), @ LV 74, THE EXPERIENCE MAY GET AS HIGH AS 25000 PER ENEMY/GROUP.



THIS IS A GREAT PLACE TO FARM EXPERIENCE AND OBTAIN EXCEPTIONALLY RARE AND POWERFUL EQUIPMENT. THOUGH YOU REALLY NEED TO BE AT LEAST LV90 ABOVE TO FULLY NAVIGATE THE WHOLE 10 FLOORS OF MONAD, THE TOP FLOOR CONTAINS A 1 MILLION YEN CHEST. IF YOU ARE JUST PLANNING TO FARM EXPERIENCE, STAY AT THE BOTTOM FLOOR. IF YOU ARE STARTING AT A RATHER LOW LEVEL, THEN I SUGGEST SAVING AFTER EVERY BATTLE OR TWO. YOU WILL NEVER KNOW WHAT WILL HAPPEN NEXT.

NOTE THAT THE ENEMIES HERE HAVE A GOOD COMBINATION OF STRENGTHS AND WEAKNESSES SO YOU NEED TO HAVE REALLY HIGH LEVELED PERSONAS HERE TO DO THE TRICK. ALICE IS THE PERSONA I USED FOR HER DIE FOR ME! SKILL. HOWEVER, YOU STILL NEED TO USE OTHER HIGH LEVEL ATTACKS SUCH AS -DYNE SKILLS.

YOU CAN REACH LEVEL 99 IN JUST A FEW SHORT DAYS. IF YOU WANT TO STAY SAFE, YOU CAN ORDER YOUR ALLIES TO ATTACK ALL SHADOWS AND YOU TAKE CARE OF THE HEALING FROM A DISTANCE.

BELOW ARE THE LIST OF ENEMIES AND THEIR WEAKNESSES FOR THIS DUNGEON.

DIVINE MOTHER - DARK/ MUDO AND ICE/
BUFU

TENJIN MUSA - ELEC/ ZIO

ACHERON SEEKER - NO WEAKNESS, STR
VS ELEMENTAL ATTACKS

KING CASTLE - WIND/ GARU

VOID GIANT - NO WEAKNESS, DRAINS PHYSICAL ATTACKS, REPELS LIGHT AND DARK
ATTACKS.

GRAND MAGUS - FIRE/ AGI

ETERNAL SAND - PHYSICAL ATTACKS

HALLOWED TURRET - ELEC/ZIO

VETERENT IDOL - ICE/ BUFU

WHITE SIGIL - FIRE/ AGI

YOU HAVE A VERY LIMITED TIME FROM HERE ON SO CHOOSE WHAT YOU WANT TO DO
CAREFULLY. IF YOU ARE PLANNING TO PLAY THE GAME AGAIN ON A SECOND
PLAYTHROUGH, I SUGGEST MAXING YOUR ATTRIBUTES IF YOU STILL HAVEN'T. JUST SPEND
THE DAYS NORMALLY UNTIL THE "PROMISED DAY"

1/2 Sat

DAYTIME
EVENING

- FREE TIME
- FREE TIME; YOU MAY TAKE KUROMARU FOR A WALK. MEET YUKO
ALONG THE WAY.

1/3 Sun

DAYTIME
EVENING

- FREE TIME (YOU CAN BUY ANYTHING FROM TANAKA ALL SUNDAYS OF
JANUARY)
- FREE TIME; YOU MAY TAKE KUROMARU FOR A WALK. MEET BUNCHIKI
ALONG THE WAY.

1/4 Mon

DAYTIME
EVENING

- FREE TIME
- FREE TIME

1/5 Tue

DAYTIME
EVENING

- FREE TIME
- FREE TIME

1/6 Wed

DAYTIME
EVENING

- FREE TIME
- FREE TIME

1/7 Thu

EARLY MORNING
DAYTIME
EVENING

- LAST DAY OF WINTER VACATION
- FREE TIME
- FREE TIME; YOU MAY TAKE KUROMARU. AIGIS WILL JOIN YOU.

1/8 Fri

EARLY MORNING
MORNING
AFTER SCHOOL
EVENING

- START OF THE 3RD SEMESTER. OVERHEAR CONVERSATION ABOUT
THE CULT.
- LECTURE, CHOOSE 3RD ANSWER (IT'S WRONG.) (+CHARM)
- JUNPEI WILL INVITE YOU TO THE ROOFTOP FOR SOME SERIOUS
TALK. FREE TIME AFTER THAT. I SUGGEST TALKING TO AIGIS TO
UNLOCK THE **AEON ARCANA**
- FREE TIME.





1/9 Sat

**AFTER SCHOOL
EVENING**

- FREE TIME
- FREE TIME; WALK KURO AND MEET WITH CHIHIRO ALONG THE WAY.

1/10 Sun

**DAYTIME
EVENING**

- FREE TIME
- FREE TIME; WALK KURO AND MEET WITH MAMORU; IF YOU HAVE MAXED HIS LINK, KURO WILL PICK UP A *LUCKY CHARM* INSTEAD.

1/11 Mon

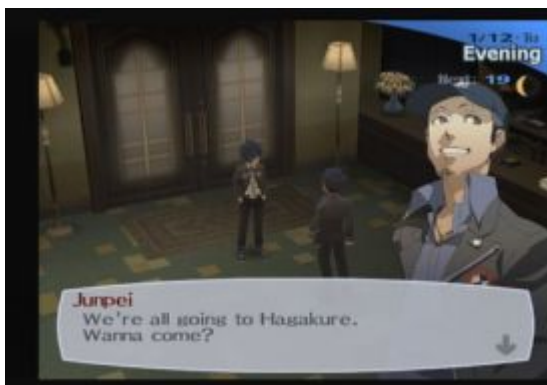
**EARLY MORNING
DAYTIME
EVENING**

- HOLIDAY
- FREE TIME
- FREE TIME

1/12 Tue

**EARLY MORNING
AFTERNOON
EVENING**

- OVERHEAR CONVERSATION
- LECTURE; STAY AWAKE OR DOZE OFF
- CONVERSATION WITH THE TEAM. YOU WILL GO HAGAKURE WITH THEM. FREE TIME AFTER THAT.



1/13 Wed

**AFTER SCHOOL
EVENING**

- FREE TIME
- FREE TIME; YOU MAY TAKE KORO FOR A WALK. YOU'LL MEET CHIHIRO ALONG THE WAY.

1/14 Thu

EARLY MORNING - OVERHEAR CONVERSATION.
AFTER SCHOOL - FREE TIME
EVENING - FREE TIME

1/15 Fri

AFTERNOON - LECTURE; STAY AWAKE OR DOZE OFF
AFTER SCHOOL - FREE TIME
EVENING - FREE TIME

1/16 Sat

AFTER SCHOOL - FREE TIME
EVENING - FREE TIME; YOU MAY TAKE KURO FOR A WALK. MITSURU WILL JOIN

1/17 Sun

AFTER SCHOOL - FREE TIME
EVENING - FREE TIME

1/18 Mon

MORNING - LECTURE; 2ND ANSWER (*CIRCE*) (+CHARM)
AFTER SCHOOL - FREE TIME
EVENING - FREE TIME; YOU MAY TAKE KUROMARU FOR A WALK.

1/19 Tue

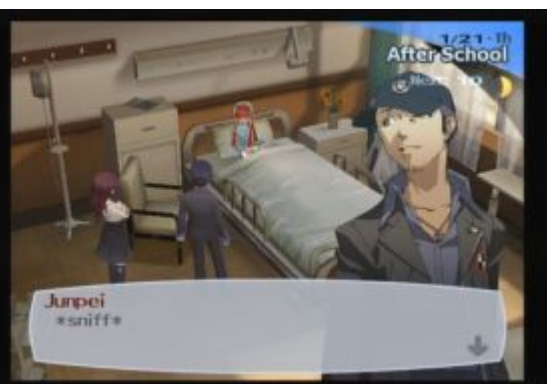
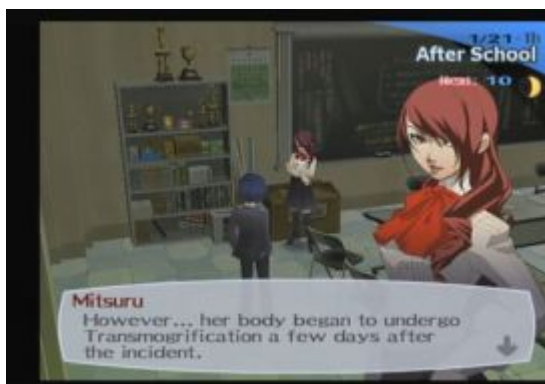
EARLY MORNING - OVERHEAR CONVERSATION
AFTER SCHOOL - FREE TIME
EVENING - FREE TIME

1/20 Wed

AFTER SCHOOL - FREE TIME
EVENING - FREE TIME

1/21 Thu **Rebirth of Chidori**

AFTER SCHOOL - MITSURU WILL ASK YOU TO COME WITH HER TO THE STUDENT COUNCIL ROOM. WATCH THE EVENTS OF CHIDORI'S REVIVAL.
EVENING - FREE TIME



1/22 Fri

EARLY MORNING
AFTERNOON
AFTER SCHOOL
EVENING

- OVERHEAR CONVERSATION
- LECTURE; STAY AWAKE OR DOZE OFF
- FREE TIME
- FREE TIME

1/23 Sat

AFTER SCHOOL
EVENING

- FREE TIME
- YOU WILL BE REMINDED THAT **ONCE YOU ENTER THE TARTARUS ON THE 31ST, YOU CAN'T LEAVE UNTIL ALL THE BATTLES ARE OVER.** FREE TIME; YOU MAY TAKE KORO FOR A WALK. MEET YUKO ALONG THE WAY.

1/24 Sun

DAYTIME
EVENING

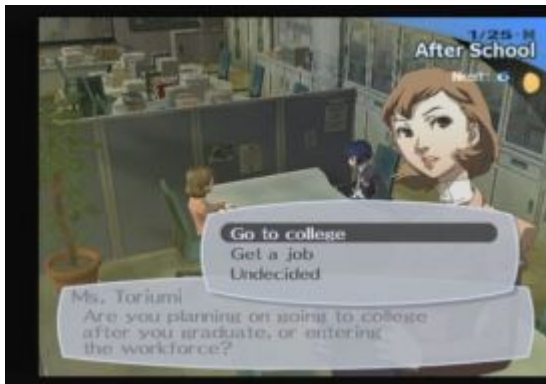
- FREE TIME
- FREE TIME; WALK KURO AND MEET KENJI ALONG THE WAY.

1/25 Mon

THIS IS THE LAST WEEK... UNTIL THE PROMISED DAY, I SUGGEST SAVING A BACKUP NOW IN CASE YOU REALIZE THAT YOU STILL NEED TO DO SOMETHING. MAKE SURE THAT YOU BUY THE STRONGEST EQUIPMENT FOR YOUR PARTY MEMBERS.

EARLY MORNING
AFTERNOON
AFTER SCHOOL
EVENING

- OVERHEAR CONVERSATION
- LECTURE, SLEEP OR DOZE OFF
- CAREER ORIENTATION WITH YOUR CLASS ADVISOR. SCENE WITH AIGIS. FREE TIME AFTER THAT.
- FREE TIME



1/26 Tue

AFTER SCHOOL
EVENING

- FREE TIME
- FREE TIME

1/27 Wed

AFTER SCHOOL
EVENING

- FREE TIME
- FREE TIME

1/28 Thu

MORNING
AFTER SCHOOL
EVENING

- LECTURE; STAY AWAKE OR DOZE OFF
- FREE TIME
- FREE TIME

1/29 Fri

**AFTER SCHOOL
EVENING**

- FREE TIME
- FREE TIME; YOU MAY TAKE KUROMARU FOR WALK. EVERYBODY WILL JOIN YOU.



1/30 Sat

**AFTER SCHOOL
EVENING**

- FREE TIME (LAST DAY BEFORE THE FINAL BATTLE!)
- FREE TIME

1/31 Sun **PROMISED DAY**

**EARLY MORNING
DAYTIME
EVENING**

- THE FINAL BATTLE IS TONIGHT, AT THE TOP OF TARTARUS.
- FREE TIME UNTIL DARK.
- TEAM WILL HAVE THEIR LAST MEETING. ALSO, THEY PROMISED EACH OTHER THAT THEY WILL STILL REMEMBER EVERYTHING EVEN IF THE DARK HOUR IS GONE. AFTER THAT, YOU CAN TALK TO EVERYBODY IF YOU LIKE, THEN TALK TO MITSURU TO HEAD OUT.



DARK HOUR - <TARTARUS>

CHOOSE YOUR PARTY MEMBERS AND MAKE SURE YOU GIVE THEM THE BEST EQUIPMENT YOU HAVE ACQUIRED. IF YOU WANT, YOU CAN REGISTER ALL YOUR PERSONAS FIRST. SAVE FIRST, WHEN READY TAKE THE PORTAL TO THE LATEST TERMINAL YOU HAVE REACHED. (252F)

CONTINUE FURTHER FLOORS UP. YOU STILL NEED TO WADE THROUGH ENEMIES AND LOOK FOR THE STAIRS ON EACH FLOOR. THE FIRST TARGET IS ON THE 258TH FLOOR. IF ALL YOUR PARTY MEMBERS ARE MAXED OUT, THEN JUST SPLIT UP TO LOOK FOR ITEMS AND THE STAIRS SINCE THE ENEMIES WILL JUST RUN AWAY FROM YOU. ACTIVATE THE TERMINAL IN 258F, GO BACK DOWN AND SAVE. NOW GO UPSTAIRS WHEN READY.



BOSS: JIN LV74
EXP: 8313
NULL: LIGHT AND DARK
RPL: FIRE

NOTHING MUCH ABOUT THIS BOSS. IF YOUR LEVEL IS HIGH ENOUGH, THEN YOU DON'T NEED TO WORRY ABOUT HIM. JIN HAS FIRE ATTACKS BUT THOSE DOESN'T DEAL CONSIDERABLE DAMAGE TO BE ALARMED OFF. JUST ATTACK NORMALLY AND HE SHOULD GO DOWN AFTER A FEW SECONDS. YOU WILL HAVE FURTHER CONVERSATION WITH JIN BEFORE HE DIES. AFTER THE SHORT SCENE, YOU CAN PROCEED UPSTAIRS. LIKE BEFORE, YOU STILL NEED TO CLEAR A FEW BASIC FLOORS BEFORE REACHING THE NEXT TERMINAL. TAKAYA IS WAITING AT THE 262ND FLOOR.

BEFORE FACING TAKAYA, YOU WILL HAVE THE OPTION TO CHANGE YOUR MEMBERS. ACTIVATE THE TERMINAL HERE ALSO AND SAVE IF YOU WANT. WHEN READY, HEAD UPSTAIRS TO FACE HIM.



BOSS: TAKAYA LV75
EXP: 9068
NULL: DARK
RPL: LIGHT

LIKE JIN, TAKAYA IS ALSO A GIVEAWAY BATTLE. HE HAS HIGH DEFENSE AND HP COMPARED TO JIN AND HIS ATTACKS ARE NOT BAD EITHER. YOU WILL HAVE A HARD TIME DEFEATING HIM IF YOU ARE AROUND AT HIS LEVEL. SINCE ALL MY CHARACTERS ARE MAXED OUT, THIS BATTLE IS A BREEZE.

AFTER THE BATTLE, CONTINUE UPSTAIRS OR BACKTRACK TO THE PORTAL AND SAVE. THERE IS ALSO AN ACCESS POINT UPSTAIRS BUT IT IS UP TO YOU. THIS IS THE LAST PART OF TARTARUS. UPSTAIRS IS THE FINAL BOSS. CHOOSE YOUR MEMBERS FOR THE FINAL BATTLE AND GO UPSTAIRS.

NOTE: IF YOU WANT TO START A SECOND PLAYTHROUGH AND YOU WANT TO RECLAIM ALL YOUR SPECIAL/POWERFUL WEAPONS, ARMORS AND COSTUMES, USE A DIFFERENT YOUR SECOND STRONGEST EQUIPMENT INSTEAD. WHEN YOU START A NEW GAME, ALL EQUIPMENT CURRENTLY USED BY YOUR ALLIES WILL BE RESET TO DEFAULT.

<TARTARUS - TOP FLOOR>

WATCH THE FOLLOWING SCENES. AFTER A SHORT WHILE, YOU WILL BE ENGAGED IN YOUR LAST BATTLE.



BOSS: NYX AVATAR LV76
EXP: 5678

SO HERE IT IS, THE FINAL BOSS. DON'T BE INTIMIDATED BY ITS SIZE. LAST BOSSES ARE OFTEN LARGE, UGLY AND MENACING. THIS BOSS HAS THE ABILITY TO CHANGE ARCANAS; THAT MEANS THAT HIS ATTRIBUTES, STRENGTHS AND WEAKNESSES CHANGE AFTER SHIFTING ARCANAS. AT MAX LEVEL, YOU WILL JUST LAUGH OFF HIS ATTACKS THOUGH HE CAN STILL KILL YOUR GUYS WITH MUDO AND HAMA SKILLS. JUST USE BALM OF LIFE TO REVIVE THEM AT FULL HEALTH. YOUR CONSUMABLE ITEMS WON'T BE CARRIED OVER WHEN YOU START A NEW GAME ANYWAYS.

YOU MAY WANT TO ANALYZE IT AFTER EVERY ARCANA SHIFT TO KNOW ITS WEAKNESS. YOU WILL PROBLEMS DEFEATING THIS BOSS IF YOU ARE JUST AROUND ITS LEVEL. NYX AVATAR ATTACKS TWICE EACH TURN, NOT TO MENTION THAT HE HAS GROUP DAMAGING ATTACKS. IT ALSO INFLECTS DIFFERENT STATUS EFFECTS SO HAVE A GOOD NUMBER OF ME PATRA GEMS READY. NYX AVATAR WILL UNDERGO SEVERAL ARCANA SHIFTS, WITH ALL THE MAIN ARCANAS. AFTER THAT, IT WILL SHIFT INTO ITS TRUE AVATAR, DEATH...



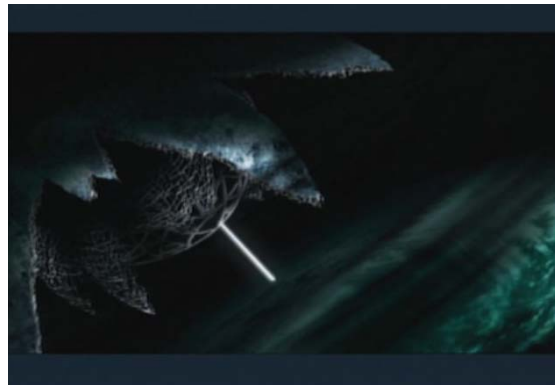
CONSIDER THIS AS ITS "TRUE FORM". ITS DEFENSE AND ATTACKS HAVE INCREASED CONSIDERABLY AND ITS ATTACKS WILL HIT HARDER. BUT ITS NOTHING TO WORRY ABOUT IF YOU ARE MAXED OUT. NOW, BEWARE WHEN IT USES THE UNIQUE SKILL **MOONLESS GOWN**. THIS BARRIER REPELS ALL KINDS OF ATTACKS TO THE ATTACKER/USER. YOU NEED TO ORDER YOUR ALLIES TO BE ON STANDBY WHILE MOONLESS GOWN IS ACTIVE. OTHERWISE, THEY WILL JUST KILL THEMSELVES.

SOMETIMES NYX ACTIVATES MOONLESS GOWN AFTER YOUR TURN WHICH MEANS IT WILL BE TOO LATE TO ORDER YOUR ALLIES TO STANDBY. THERE IS ALWAYS A CHANCE THAT THEY WILL GET SEVERELY DAMAGED BY THEIR OWN ATTACKS. MOONLESS GOWN USUALLY STAYS ACTIVE FOR 2-3 TURNS. DON'T WASTE TOO MUCH TIME OR OPPORTUNITY. ONCE IT LIFTS, QUICKLY ORDER YOUR ALLIES TO ATTACK. YET BE AWARE THAT NYX WILL BRING IT UP AGAIN. THAT COULD BE THE HARD PART OF THIS BATTLE.



ONCE ITS LIFE BECOMES CRITICAL, IT WILL USE A DEVASTATING ATTACK CALLED **NIGHT QUEEN**. IT INFLECTS DIFFERENT STATUS EFFECTS AND DEALS SEVERE DAMAGE TO ALL MEMBERS. JUST CONSIDER IT AS NYX'S LAST ATTEMPT TO KILL YOU GUYS OFF. JUST CONTINUE ATTACKING UNTIL HE IS FINISHED.

DON'T CELEBRATE YET; WATCH THE FOLLOWING SCENES, INCLUDING A FEW GREAT ANIME CUTSCENES.



YOU WILL FIND YOURSELF BACK IN THE VELVET ROOM. HERE IGOR WILL HELP YOU FOR THE LAST TIME, AND WILL INVOKE YOU WITH THE POWER OF ALL THOSE PEOPLE WHOM YOU MAXED YOUR SOCIAL LINKS WITH.



AFTER THAT AND A FEW MORE SCENES, YOU WILL NEED TO FACE THE "TRUE" NYX.. DON'T WORRY, THIS IS A SCRIPTED BATTLE. YOU WILL WIN.



DON'T MIND THE TREMENDOUS ATTACKS UNLEASHED BY NYX. JUST SKIP YOUR TURNS, AND YOUR FRIENDS WILL GIVE YOU STRENGTH UNTIL YOU HAVE FULL STRENGTH. ONCE FULL, USE THE GREAT SEAL (WHICH WILL BE THE ONLY ACTION YOU CAN DO) TO END THE BATTLE.

WATCH THE REMAINING SCENES. YOUR LIFE WILL BE BACK TO NORMAL. YOU STILL GO TO SCHOOL BUT YOU CAN DO LIMITED THINGS ONLY. YOU CAN TALK TO YOUR CLASSMATES AND GIRLFRIENDS TO LEARN MORE WHAT HAPPENED DURING THE PAST FEW MONTHS. JUST SAVE, SLEEP UNTIL THE 5TH.



3/5 FRI Graduation Day

AIGIS WILL REMEMBER AND WILL TELL YOU ABOUT IT. NOW WATCH THE LAST FEW HEARTWARMING SCENES AND THE CREDITS WILL ROLL.

I WILL POST SOME SCREENSHOTS BELOW TOO.

CONGRATULATIONS FOR FINISHING THE JOURNEY!





POST GAME NOTES:

After the credits, you will be prompted to save your clear data. If you still wish to play the old data, don't overwrite it with a cleared save game. There are some things that will be carried over when you start a new game. This applies to the main character only.

- All equipment you have in your inventory will be carried over, including the ones you have equipped. However, all your allies' equipment will start from default. However you can swap your second most powerful equipment before the last battle to retain your party's costume and rare equipment.
- All your Yen/money will be carried over. That means you could start the game as a millionaire... Maximum amount of money you can carry is 9,999,999 only.
- All your REGISTERED personas in the compendium will be carried over. So it is possible to have a high level persona early in the game. (Orpheus will start at default level but you can get rid of him and summon the Orpheus you have in the compendium)
- Ultimate forms of maxed social links can be created through fusion as soon as possible.
- Your level and attributes will be carried over as well. That means you can immediately talk to those people that requires high attributes like LV6 Academics, Charm or Courage. (If you didn't have enough time to make it out with Yukari, Fuuka or Mitsuru due to time constraints in your first playthrough, now you can open a social link with them as early as possible.) Allies' levels will be reset to default.
- The shops (drug store and police station) will be selling all the items you have unlocked. In case you sold the old equipments of your party members, you can buy high level armors and weapons for them at the start of the game. Equipment for Aegis, Ken and Koro will be available once you they join your team.
- Gameplay time will be carried over. (I finished my first game file after 63 hours.)
- The optional dungeon, Monad will be accessible the first time you can enter Tartarus. You can farm experience as early as possible, so long as you can kill enemies before they can kill you (to be safe, defeat an enemy, exit and save. Return. My starting party of Yukari, Akihiko and Junpei were already @ LV60+ before even finishing first block)
- Consumable items (including shadow drops needed for Elizabeth's request) won't be carried over. Special items such as those given to you by your friends after maxing their social links will be carried over instead. Rare weapons needed to complete some of Elizabeth's requests will be carried over as well (as long as they are in your inventory)
- Social Links will be reset to default.

ATLUS

© 2006, 2007 ATLUS. Persona is a trademark of Atlus USA. SHIN MEGAMITENSEI and SMT are registered trademarks of Atlus USA.

THE ANSWER

P3F
PERSONA3 FES



vhayste®



THE ANSWER

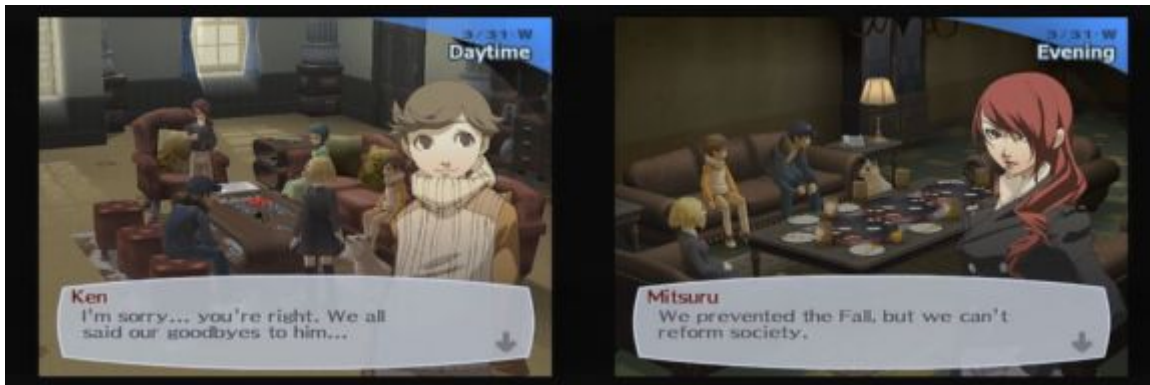


THE ANSWER IS THE CONTINUATION OF THE JOURNEY'S STORY. UNFORTUNATELY, ALL SOCIAL LINKS, MONEY AND EQUIPMENT YOU HAVE UNLOCKED FROM THE ORIGINAL GAME WON'T BE CARRIED OVER HERE. HERE, AIGIS WILL BE YOUR MAIN CHARACTER AND WILL HAVE THE ABILITY TO CARRY/CHANGE MULTIPLE PERSONAS. ALL YOUR OTHER PARTY MEMBERS WILL STILL BE HERE AND YOUR PARTY WILL START AT LEVEL 25. FURTHERMORE, THE BATTLES HERE HAVE AN INCREASED DIFFICULTY, MAKING IT MORE CHALLENGING.

THE GOOD THING ABOUT THIS EXPANSION IS THAT YOU WON'T NEED TO WORRY ABOUT SCHOOL OR MAINTAINING SOCIAL LINKS. YOU CAN JUST CONCENTRATE ON BUILDING YOUR PARTY AND EXPLORING EACH SECTION OF THE LABYRINTH.

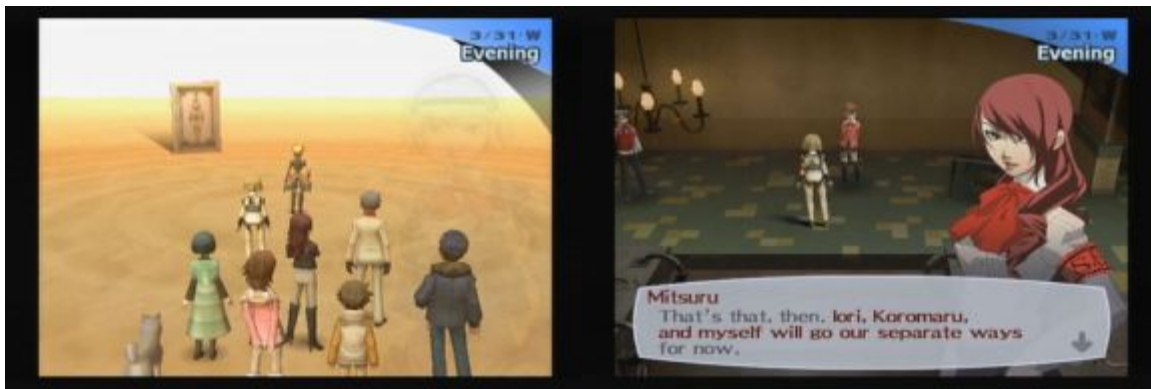
3/31 Wed

WATCH THE SCENES AND LEARN MORE ABOUT WHAT HAPPENED DURING THE PAST MONTHS. ALSO, THOUGH THERE IS NO DARK HOUR ANYMORE, THE TEAM WILL FEEL SOMETHING STRANGE AS SOON AS IT HITS MIDNIGHT.



WATCH MORE SCENES AND YOU WILL TAKE CONTROL OF AIGIS, IN A FIGHT AGAINST A NEW ENEMY, METIS. JUST ATTACK CONTINUOUSLY AND YOU SHOULD WIN WITH NO PROBLEMS. WATCH THE FOLLOWING SCENES. ATHENA WILL ALSO MORPH TO ORPHEUS. AFTER THAT, AIGIS WILL FOUND HERSELF INSIDE THE VELVET ROOM. OBTAIN THE **VELVET KEY**.





WATCH MORE SCENES. WHEN YOU'RE BACK UPSTAIRS, MITSURU, JUNPEI AND KOROMARU WON'T BE JOINING YOU FOR THE MEANTIME. SINCE THE LOUNGE WILL BE YOUR PRIMARY STARTING POINT, THE VELVET ROOM WILL BE THERE. SAVE FIRST AT THE LOGBOOK NEAR THE ENTRANCE. ASSEMBLE YOUR TEAM METIS WILL JOIN YOUR PARTY AS WELL SO CAN ADD HER UP TO YOUR ACTIVE TEAM. HEAD DOWNSTAIRS WHEN READY. ENTER TO THE LIGHTED DOOR.



MALEBOLGE (1F-8F)

THE STRUCTURE OF THE DUNGEONS HERE PRETTY MUCH RESEMBLES TARTARIUS. INSTEAD OF GOING UP, YOU'LL NEED TO WORK YOUR WAY DEEPER AND DEEPER TO EACH SECTION OF THE ABYSS. YOU WILL FIND SAVEPOINTS MIDWAY AND DISCOVER GOLDEN DOORS LEADING TO SOME PARTS OF YOUR MEMORIES OR THE PAST. ALSO, LIKE TARTARIUS, THE FLOORS ARE RANDOMLY GENERATED SO IT IS IMPOSSIBLE TO MAP THEM OUT. JUST SEEK THE ITEMS AND FIND THE EXIT TO THE NEXT FLOOR IN ORDER TO PROCEED. FOR YOUR CONVENIENCE, I WILL BE LISTING THE ENEMIES' BASIC STATS SO THAT YOU CAN FIGHT THEM EFFECTIVELY. YOU WILL NEED THIS IN ORDER TO SURVIVE.



HELP: DURING YOUR FIRST BATTLE, METIS WILL EXPLAIN HER ORGIA MODE. IT FUNCTIONS THE SAME AS AIGIS' BUT IT LASTS LONGER AND INCREASES HER STATS MORE DRAMATICALLY.

LEGEND:

STR = STRENGTH
 WK = WEAKNESS
 DRN = DRAIN, ABSORB
 NUL = NULLIFY, IMMUNE
 REPEL = REFLECT DAMAGE
 STK = STRIKE ATTACKS
 PRC = PIERCE ATTACKS
 SLS = SLASH ATTACKS
 LIGHT = HAMA SKILLS
 DARK = MUDO SKILLS

NOTE: ENEMIES MARKED RED ARE "**STRONG**" ENEMIES

ENEMIES	STR	WK	DRN	NUL	RPL
INSIDIOUS MAYA		ICE			FIRE
SPURIOUS BOOK		ELEC	FIRE	WIND	
WILD BEAST	STK, PRC	FIRE, LIGHT, DARK		WIND	
JUSTICE SWORD	FIRE, ELEC	WIND		SLS	
STOIC SNAKE		LIGHT	ICE		ELEC
CORRUPT TOWER	SLS, PRC, ELEC	LIGHT	WIND		

!!SAVE POINT ON THE 7TH FLOOR, BOSS AT 8TH FLOOR

BOSS:

VISCERAL MAYA X3

WK: FIRE
DRN: ELEC

IMMORTAL GIGAS

NUL: ELEC
WK: WIND

EXP : 3411

ITEM : STEEL RIGHT ARM X1

CHESTS: BALM OF LIFE X2, BEAD X3



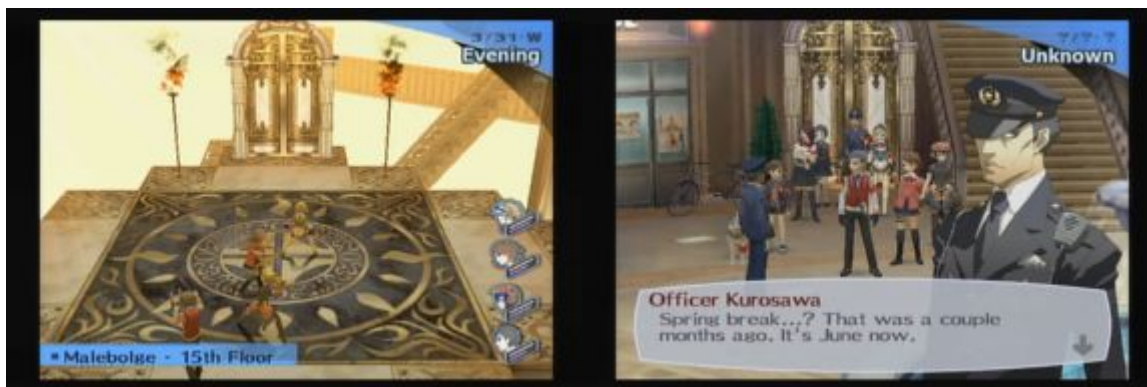
TIP: AS FOR YOUR FIRST BOSS BATTLE, THE MAYAS ARE WEAK AGAINST FIRE SO YOU CAN USE AGI TO DOWN THE THREE OF THEM. AS FOR THE GIGAS, HE HAS A DODGE WIND SKILL THOUGH HIS WEAKNESS IS WIND. JUST HOPE YUKARI OR METIS' GARU CONNECTS FOR A CHANCE TO PERFORM AN ALL OUT ATTACK AGAINST THESE GUYS.

AFTER DEFEATING THE BOSS, A DOOR WILL APPEAR. THIS WILL LEAD YOU BACK TO THE DESERT OF DOORS. YOU CAN NOW USE THIS DOOR TO CONTINUE NAVIGATING WHERE YOU LEFT OFF.

MALEBOLGE (9F-15F)

ENEMIES	STR	WK	DRN	NUL	RPL
CREATION RELIC		DARK		FIRE, LIGHT	STK, WIND
MAGIC HAND		FIRE		ICE	LIGHT
VICIOUS RAVEN	WIND	ICE	PRC	FIRE	
SKY BALANCE		ICE, FIRE			ELEC, WIND

FIND A GOLDEN DOOR ON THE 15TH FLOOR. THIS LEADS TO PAULOWNIA MALL. YOU CAN NOW GO HERE FOR SUPPLIES. FORTUNATELY, THE MALL IS CONNECTED DIRECTLY TO THE DORM, FOR EASIER ACCESS. UPGRADE YOUR EQUIPMENT IF YOU HAVE THE CASH AND RETURN TO THE DORM. NOW YOU MAY FORM ANOTHER TEAM TO CHECK OUT THE NEXT DOOR IN THE DESERT OF SANDS.



COCYTUS (1F-7F)

ENEMIES	STR	WK	DRN	NUL	RPL
AVENGER KNIGHT			ELEC	LIGHT	PRC, DARK
LAUGHING TABLE		FIRE		ICE	SLS
MUTTERING TIARA	WIND	ICE	FIRE		
TRANCE TWINS		FIRE, DARK		ELEC, LIGHT	
ELEGANT MOTHER	ELEC, ICE	DARK	PRC	WIND	
TRANQUIL IDOL		ELEC, LIGHT	FIRE	WIND	DARK
CURSE DICE	SLS, PRC, STK	WIND		DARK	
VENUS EAGLE	FIRE	ICE			WIND

!!SAVEPOINT IN 8F, BOSS IN 9F

BOSS:

BRILLIANT CYCLOPS
DRN: ICE, WIND, ELEC
NUL: HAMA, MUDO

EXP : 4999
ITEM : BROKEN WHEEL X1
CHESTS: HOMUNCULUS X2, BEAD CHAIN X2



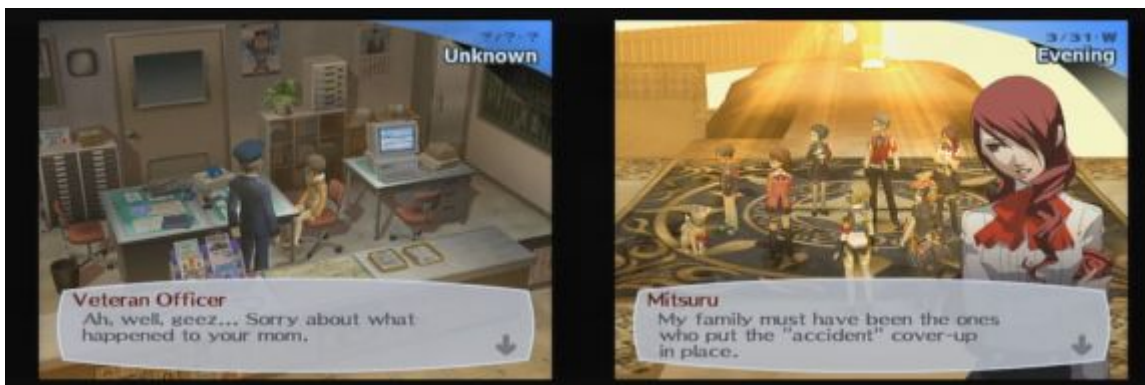
TIP: THIS BOSS IS A BIT TOUGH SINCE IT DOESN'T SEEM TO HAVE A WEAKNESS. JUST ASSIGN ONE PERSON IN THE TEAM AS A HEALER AND DON'T USE THE SPECIFIC SKILLS I MENTIONED ABOVE. AFTER A FEW TURNS ALSO, THE CYCLOPS WILL SUMMON A SOUL DANCER. KILL THIS SUMMONED SHADOW FIRST SINCE IT CAN HEAL THE CYCLOPS WITH DIARAMA, PROLONGING YOUR BATTLE.

JUST LIKE THE FIRST STAGE, THE MIDPOINT DOOR WILL APPEAR AS A SHORTCUT. GRAB THE TWO CHESTS IN THE SAME ROOM AND RETURN ABOVE TO RESUPPLY OR CHANGE TEAMS.

COCYTUS (9F-15F)

ENEMIES	STR	WK	DRN	NUL	RPL
HEAT BALANCE	SLS	WIND, ELEC	FIRE, ICE		
DANCING HAND	WIND	FIRE		ICE	
MANIACAL BOOK		DARK	FIRE	LIGHT	WIND
STEEL GIGAS		WIND	FIRE	ELEC	
DOGMATIC TOWER	SLS	WIND		FIRE, ELEC, LIGHT	
BLUE SIGIL		STK	ICE, WIND		DARK
IMPRUDENT MAYA				FIRE	

UPON REACHING THE 15TH FLOOR., EXAMINE THE GOLDEN DOOR THERE AND WATCH THE FOLLOWING SCENES. AFTER VIEWING THE SCENES, YOU WILL BE BACK TO THE LOUNGE. MITSURU WILL REJOIN THE PARTY AS WELL. ASSEMBLE YOUR TEAM, RESUPPLY, UPGRADE AND CHECK THE THIRD DOOR.



CAINA (1F-5F)

ENEMIES	STR	WK	DRN	NUL	RPL
JOTUN OF POWER	LIGHT		ICE		
SOUL DANCER			ICE	WIND	
ROYAL DANCER	SLS			LIGHT, DARK	WIND
JEALOUS CUPID		ICE		WIND	
FURIOUS GIGAS	FIRE, ELEC	ICE, LIGHT		WIND	STK
BIGOTED MAYA	ELEC	FIRE			
CONSTANCY RELIC		FIRE		WIND	
SOLID CASTLE		WIND		STK, ELEC	
CHAMPION KNIGHT	SLS, SPK	LIGHT	ELEC		WIND, DARK, PRC

SAVE POINT @ 6F, BOSS IN 8F

BOSS:

EL DORADO BEAST X2

WK: ICE
NUL: FIRE

DEATH CASTLE

DRN: ICE, FIRE
NUL: WIND

EXP : 6553

ITEM : SHINING BEARD X2

CHESTS: MAGIC MIRROR X2, BEAD CHAIN X2



TIP: BRINGING MITSURU IN THIS BATTLE WILL BE A GREAT IDEA. ORDER HER TO TARGET ONLY THE EL DORADO BEASTS WHILE SOMEONE FROM THE PARTY TAKES CARE OF THE HEALING. CONCENTRATE ON GETTING RID OF THE CASTLE FIRST IF YOU CAN SINCE IT CAN CAST MEDIARAHAN, WHICH CAN PROLONG THE BATTLE. YOU SHOULD ALSO LOOK OUT FOR ITS ALL PARTY ATTACKS THAT CAN DEAL CRITICAL DAMAGE AND DOWN YOUR ALLIES. KEEP YOUR HEALER BUSY AND AS SOON AS YOU HAVE DEALT WITH THE EL DORADO BEASTS, THE CASTLE WILL FALL SHORTLY.

CAINA (9F-12F)

ENEMIES	STR	WK	DRN	NUL	RPL
BRONCE DICE		FIRE		STK	
RUINOUS IDOL		WIND	FIRE	ELEC, LIGHT	DARK
BURNING BEETLE		ICE	FIRE	LIGHT, DARK	STK, PRC

CONVICTION SWORD	PRC	WIND	ELEC		SLS
ORDER GIANT	SLS, STK, PRC	ICE		LIGHT, DARK	ELEC
ILL FATED MAYA		WIND	STK		
ARCANE TURRET				PRC, STK, WIND	
MACH WHEEL	FIRE	WIND		SLS, PRC, ELEC	
GRAVE BEETLE	ELEC	WIND			
WILD DRIVE	PRC, STK, SLS	ELEC			

SAVE POINT IN 13F, BOSS IN 14TH

BOSS:

MERCILESS MAYA X2

WK: WIND

NUL: ICE

HAREM DANCER

DRN: WIND, ICE

NUL: PRC

PRL: SLS

EXP : 7875

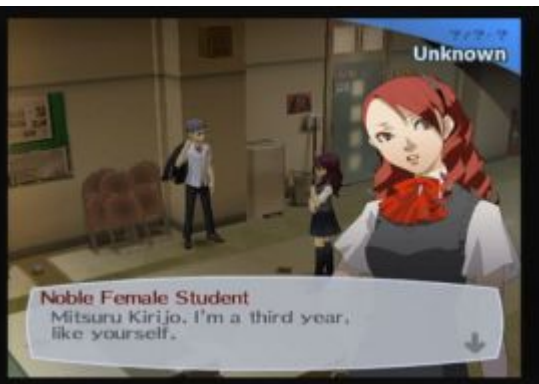
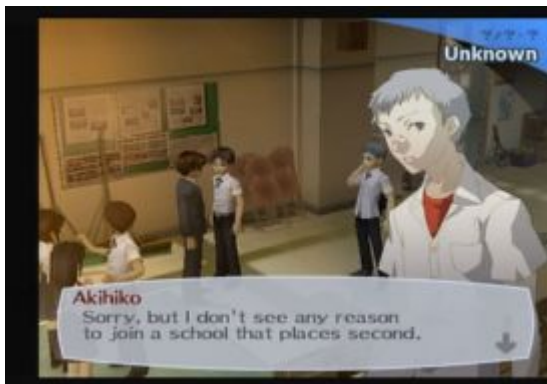
ITEM : EBON HEART X1

CHESTS: ATTACK MIRROR X2, PRECIOUS EGG X1



TIP: LIKE THE PREVIOUS BATTLE, YOU MUST TAKE OUT THE LESSER ENEMIES FIRST. USE GARU AGAINST THE MAYAS, AND AGI OR ELEC AGAINST THE HAREM DANCER. BEWARE OF ITS CHARM SKILL; MAKE SURE TO HEAL IT RIGHT AWAY. AFTER TAKING OUT THE MAYAS, YOU CAN JUST CONCENTRATE ON THE MAIN TARGET UNTIL IT IS DEFEATED.

GOLD DOOR AT THE 20TH FLOOR. WATCH THE SCENES ABOUT AKI'S PAST.



ANTENORA (1F-8F)

ENEMIES	STR	WK	DRN	NUL	RPL
KILLING HAND	DARK	FIRE		ICE	
HELL KNIGHT		WIND		SLS. PRC	ELEC
MINOTAUR IV	ICE	FIRE			
BLACK RAVEN	WIND	ICE	FIRE		
KILLER DRIVE		LIGHT			STK
ENSLAVED BEAST		ICE	STK	FIRE	
LIBERATING IDOL		ICE		FIRE	WIND
FLOWING SAND		STK, SLS, PRC			FIRE, WIND, ELEC, ICE
KILLER TWINS		FIRE		ELEC	
AFFECTION RELIC			PRC	LIGHT, DARK	

SAVEPOINT IN 9F, BOSS FIGHT IN 10F

BOSS:

ICE RAVEN

DRN: ICE

WK: FIRE

RPL: PRC

BRAVE WHEEL

DRN: FIRE

WK: ICE

RPL: STK

JUDGMENT SWORD

DRN: ELEC

WK: WIND

RPL: SLASH

EXP : 9081

ITEM : ICE ELEMENT X1, THUNDER ELEMENT X1, FIRE ELEMENT X1

CHESTS: PRECIOUS EGG X2, BEAD CHAIN X3



TIP: HAVING PERSONAS WITH MULTIPLE ELEMENTAL ATTACKS IS THE KEY FOR WINNING HERE. YOU DON'T NEED TO USE ALL-PARTY ELEMENTAL SPELLS SINCE YOU'LL JUST LOSE PRECIOUS TURNS. INSTEAD, ATTACK ON ENEMY AT A TIME. ORDER ONE OF YOUR TEAM MATES THAT HAVE ELEMENTAL ADVANTAGE OVER A TARGET TO ATTACK THE SAME TARGET. FOR EXAMPLE, IF YOU HAVE KORO OR JUNPEI IN YOUR PARTY, HAVE THEM TARGET ICE RAVEN WHILE YOU PROVIDE SUPPORT OR CAST AGI SKILLS OF YOUR OWN. BE CAREFUL SINCE ASIDE FROM ALL-PARTY ELEMENTAL ATTACKS, THESE GUYS ARE ALSO CAPABLE OF LOWERING YOUR STATUS OR INFLECTING STATUS AILMENT.

ANTENORA (10F-18F)

ENEMIES	STR	WK	DRN	NUL	RPL
BERSERK TURRET		ELEC	FIRE	SLS, STK, PRC, LIGHT, DARK	
DESIRIOUS MAYA		FIRE	ICE	LIGHT, DARK	
DEATH DICE	LIGHT, DARK	ICE		FIRE	WIND
PRIME MAGUS		FIRE	ICE		
PHANTOM MASTER		WIND			ELEC
REGAL MOTHER		DARK	WIND	LIGHT, ICE	
DEATH SEEKER				FIRE	DARK
STASIS GIANT		SLS, ICE	STK	ELEC, WIND	
DARK EAGLE		ELEC		WIND	
GRIEVING TIARA		ICE		FIRE	
WICKED TURRET		LIGHT, ELEC			SLS, STK, PRC, FIRE

SAVEPOINT IN 19F, BOSS IN 20TH

BOSS:

PRIMITIVE IDOL

DRN: FIRE

WK: ELEC

NULL: ICE, WIND

SHOUTING TIARA

DRN: ELEC, FIRE

WK: ICE

WRATHFUL BOOK

DRN: WIND

WK: FIRE

RPL: ICE

EXP : 10351

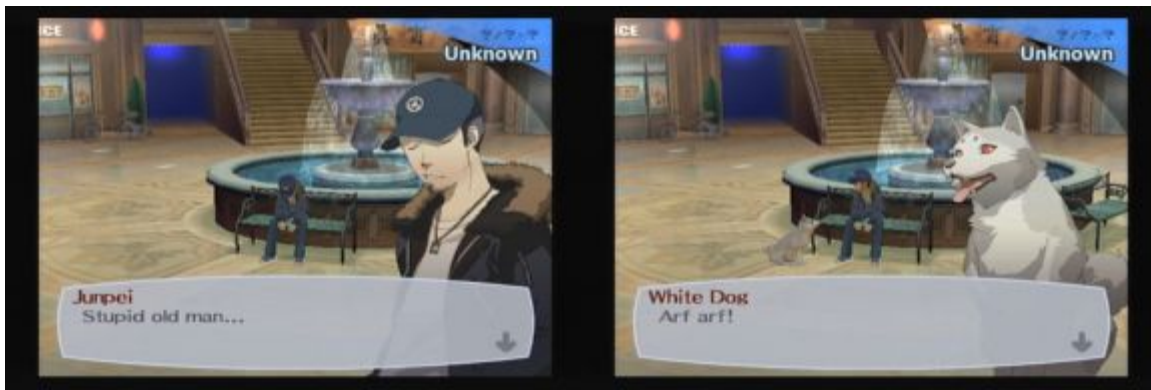
ITEM : THRONE OF RUIN X1

CHESTS: SOMA X1, TRAESTO GEM X2



TIP: NOTHING SPECIAL ABOUT THIS FIGHT, REALLY. JUST EXPLOIT THE WEAKNESSES OF EACH TO GIVE YOU AN ADVANTAGE. THIS BATTLE WILL BE A LOT EASIER IF YOU HAVE A PERSONA THAT HAS AT LEAST TWO ELEMENTAL ATTACKS, WITH THE COMBINATION OF ANY OF THE THREE YOU CAN USE IN BATTLE (ZIO, AGI, BUJU). THAT WAY, YOU CAN JUST EQUIP THE PERSONA, DOWN TWO TARGETS THEN SWITCH TO ANOTHER PERSONA THAT WILL DEAL WITH THE 3RD TARGET. THIS WAY, YOU CAN KNOCK DOWN ALL OF THEM AND FINISH THE BATTLE WITH AN ALL-OUT ATTACK. JUST REMEMBER TO AVOID USING ALL-PARTY SPELLS SINCE THEY HAVE DIFFERENT ELEMENTAL AFFINITIES WHICH WILL JUST HEAL THE OTHER TARGETS - PLUS, THOSE ATTACKS WON'T GIVE YOU A FREE TURN. SINGLE TARGET SPELLS ARE SUGGESTED INSTEAD.

DEAD END ON THE 25TH FLOOR, LEARN MORE ABOUT JUNPEI'S PAST



THE RETURNING TO THE LOUNGE, RESUPPLY/UPGRADE AT THE PAULOWNIA MALL AND PREPARE YOUR PARTY FOR THE NEXT EXPIDITION

PTOLOMEA

(1F-7F)

ENEMIES	STR	WK	DRN	NUL	RPL
APOSTATE TOWER	ICE	FIRE	ELEC		
ARDENT DANCER	STK	DARK			
DEATH TWINS		STK	ELEC		LIGHT
DEVOTED CUPID		ICE		WIND	
MAGICAL MAGUS		FIRE		ICE	
JOTUN OF EVIL	ALL MAGIC	ALL PHYS			
SCARLET TURRET	FIRE			LIGHT, DARK, STK	SLS
PISTIL MOTHER		ICE	ELEC		WIND
IMMORAL SNAKE		PRC, LIGHT, DARK		WIND	
ADAMANT BEETLE	SLS	ELEC		PRC	

SAVEPOINT IN 7F, BOSS IN 8TH

BOSS:

WONDROUS MAGI

DRN: WIND

WK: FIRE

RPL: ICE

CRYING TABLE

DRN: FIRE

WK: ICE

RPL: ELEC

COWARDLY MAYA

DRN: ICE

WK: FIRE

EXP : 12081

ITEM : BURNING GRAIL X1

CHESTS: HOMUNCULUS X2, BALM OF LIFE X2



TIP: THIS BATTLE ISN'T REALLY THAT HARD. LIKE THE PREVIOUS BOSS BATTLE, AVOID USING ALL-PARTY ELEMENTAL SPELLS. USE AGILAO OR BETTER YET AGIDYNE AGAINST THE MAGI AND THE MAYA. ONCE THEY'RE DOWN, SWITCH TO A PERSONA WITH BUFLU/LA/DYNE AND USE IT TO KNOCK DOWN THE CRYING TABLE. IF EVER THE BATTLE TAKES YOU TOO LONG, MAKE SURE TO CURE THE DISTRESS STATUS ON ANY OF YOUR CHARACTERS BECAUSE THE CRYING TABLE CAN USE THE SKILL "GHASTLY WAIL" WHICH CAN KILL ANY DISTRESSED CHARACTER INSTANTLY.

PTOLOMEA (9F-15F)

ENEMIES	STR	WK	DRN	NUL	RPL
INDOLENT MAYA	ELEC	PRC			
IRON DICE	SLS, STK, PRC	ELEC			
MIND DICE	FIRE, ICE, WIND	ELEC			
JUPITER EAGLE		ELEC	WIND		
MINOTAUR III	SLS, PRC			STK	ICE, LIGHT, DARK
SILENT BOOK	WIND	FIRE	ICE		
PHANTOM LORD		LIGHT		FIRE	DARK
BEASTIAL WHEEL	SLS, PRC	WIND, ELEC			
ALMIGHTY HAND		DARK	ICE	LIGHT	
WRITHING TIARA		ICE		FIRE	

SAVEPOINT IN 16F, BOSS IN 17TH

BOSS:

NEO MINOTAUR

DRN: WIND, FIRE

STR: SLS, STK, PRC

NUL: ICE

EXP : 13407

ITEM : SCARLET CHOKER X1

CHESTS: SOMA X1, MAGIC MIRROR X2



TIP: THIS BOSS IS RESISTANT TO ALL KINDS OF PHYSICAL ATTACKS SO YOU'LL NEED TO RELY ON STRONG ELECTRIC ATTACKS. AKIHIKO AND KEN MAYBE HANDY IF YOU HAVE LEVELED THEM UP FAIRLY. MAKE SURE TO KEEP AN ACTIVE HEALER IN THIS BATTLE, PREFERABLY YUKARI OR MITSURU. THIS BOSS' PHYSICAL ATTACKS ARE QUITE DAMAGING AND CAN EASILY KNOCK OUT YOUR CHARACTERS. YOU CAN ORDER YOUR PRIMARY ATTACKERS LIKE METIS OR JUNPEI TO ATTEMPT KNOCKING DOWN THIS BOSS SO THAT YOU CAN USE AN ALL-OUT ATTACK. KEEP A PERSONA WITH AN ALL-PARTY HEALING SKILL LIKE MEDIARAMA/RAHAN TO BACK UP YOUR HEALER IN CASE THE TEAM HAS BEEN DAMAGED SEVERELY. JUST KEEP ON ATTACKING AND HEALING UNTIL THE BATTLE ENDS. GOOD LUCK!

GOLD DOOR AT THE 25TH; LEARN MORE ABOUT MITSURU'S PAST



JUDECCA

(1F-6F)

ENEMIES	STR	WK	DRN	NUL	RPL
NOBLE SEEKER		WIND			FIRE, DARK, LIGHT
DARING GIGAS	SLS, PRC, STK	WIND			
LUSTFUL SNAKE		ICE	WIND		
MIGHTY BEAST		LIGHT			DARK
INFINITE SAND	SLS	ICE	PRC	FIRE	WIND
PHANTOM HERO			FIRE		LIGHT, DARK
FIERCE CYCLOPS			SLS, FIRE		
HAUGHTY MAYA	ELEC	WIND			
GROWTH RELIC		STK	WIND		
MINOTAUR II	SLS, PRC, STK	DARK		ICE	

SAVEPOINT IN 7F, BOSS IN 8F

BOSS:

SLAUGHTER DRIVE X2

DRN: FIRE

WK: ELEC

SPASTIC TURRET

DRN: FIRE

WK: ICE

EXP : 15550

ITEM : INFERNAL ARMOR X1

CHESTS: ATTACK MIRROR X2, PRECIOUS EGG



TIP: THESE GUYS HAVE HIGH PHYSICAL RESISTANCE SO YOU'LL NEED TO RELY ON YOUR ELEMENTAL SPELLS. FORTUNATELY, THEIR WEAKNESS CAN BE EASILY EXPLOITED. THE ONLY PROBLEM IS THAT THE SPASTIC TURRET HAS THE "DODGE ICE" SKILL THAT WILL OCCASIONALLY MAKE YOUR BUFGU ATTACKS MISS. ALSO, DURING PROLONGED BATTLES, THE TURRET CAN SUMMON SLAUGHTER DRIVES IN CASE YOU DEFEATED THE FIRST TWO. THE TURRET RELIES ON HEAVY PHYSICAL, ALL-PARTY ATTACKS SO KEEP YOUR HEALER BUSY AND MAKE SURE YOU CAN PROVIDE SUPPORT IN CASE YOUR HEALER IS HAVING A HARD TIME KEEPING YOUR PARTY'S HP UP. ONE LAST THING TO NOTE IS THAT WHEN SLAUGHTER DRIVES ARE LEFT WITH CRITICAL HP, THEY WILL SELF-DESTRUCT CAUSING SEVERE DAMAGE TO ALL PARTY MEMBERS. KILL THEM ALL THE WAY.

(9F-15F)

ENEMIES	STR	WK	DRN	NUL	RPL
GREEN SIGIL		FIRE	ELEC		DARK
CARNAL SNAKE		ICE		WIND	
LOSS GIANT			STK	SLS, WIND, DARK, LIGHT	
GOLDEN BEETLE		WIND		ICE	
HAKUROU MUSA		LIGHT, DARK			
SILVER DICE		LIGHT, DARK		STK, PRC, SLS	
POWER CASTLE	FIRE	ICE		ELEC, WIND	
MYTHICAL GIGAS			FIRE	PRC, LIGHT, DARK	STK
FATE SEEKER		PRC, LIGHT		FIRE, WIND, ICE, ELEC	DARK
DEVIOUS MAYA		SLS, STK, ELEC	ICE		
ANGRY TABLE		SLS, WIND		ICE	

SAVEPOINT IN 16F, BOSS IN 17F

JUTON OF BLOOD (SUMMONED)
NUL; WIND, ELEC, FIRE, ICE

EXP : 16935
ITEM : BLOODY HORSE
CHESTS: PRECIOUS EGG X1, SOMA X1



GOLD DOOR AT THE 25TH; LEARN MORE ABOUT YUKARI'S PAST



(1F-8F)

ENEMIES	STR	WK	DRN	NUL	RPL
SLEEPING TABLE	SLS, PRC, FIRE			STK, LIGHT, DARK	
AMENTI RAVEN	WIND	ELEC			FIRE
BATTLE WHEEL				LIGHT	
FANATIC TOWER				LIGHT, DARK	FIRE, ICE, ELEC
WHITE SIGIL		FIRE	ICE		SLS, LIGHT

GRACIOUS CLIPID		STK		ICE	
INTREPID KNIGHT	SLS, PRC	ELEC	WIND	LIGHT, DARK	
VOID GIANT			SLS, STK, PRC		LIGHT, DARK
AMOROUS SNAKE	SLS, PRC, STK	ICE, DARK	FIRE		LIGHT
NATURAL DANCER				WIND, LIGHT, DARK	
HALLOWED TURRET	LIGHT, DARK	ELEC			SLS, STK, PRC
GRAND MAGUS		FIRE		STK	ICE, LIGHT, DARK
GRUDGE TOWER	SLS, PRC		FIRE	LIGHT	ELEC, DARK

SAVEPOINT IN 8F, BOSS IN 9F

BOSS:

ACHERON SEEKER X2

RPL: ICE, WIND
WK: FIRE, ELEC

REBELLIOUS CYCLOPS

DRN: ICE, WIND

EXP : 19135

ITEM : ALL-SEEING EYE X2

CHESTS: SOMA X1, PRECIOUS EGG X2



TIP: THE ACHERON SEEKERS ARE EASY TARGETS DUE TO THEIR DUAL WEAKNESSES BUT LET THEM STAY IN THE BATTLE TOO LONG AND THEY'LL CAUSE HAVOC IN YOUR PARTY. THEY'LL LOVE TO CAST INSTANT-DEATH SKILLS AS WELL AS STATUS AILMENTS. IF YOU HAVE KUROMARU LEVELED UP, YOU MAY CONSIDER BRINGING HIM IN THIS BATTLE FOR HIS MARAGIDYNE AND TO SERVE AS A DISTRACTION AGAINST THE ACHERONS. BECAUSE OF KORO'S INNATE WEAKNESS TO LIGHT, THE ACHERONS WILL WASTE THEIR TURNS TRYING TO CAST HAMAON TO HIM. THERE WILL BE ALWAYS A 50-50 CHANCE THAT THEIR ATTACK MAY CONNECT THOUGH. YOUR OTHER ALTERNATIVES WILL BE JUNPEI AND AKIHIKO. THE CYCLOPS HAVE A HIGH DEFENSE AND COUNTER. YOU MAY NEED TO CONSIDER STRIKING IT WITH THE ELEMENTS IT IS NOT IMMUNE AGAINST.

EMPYREAN (10F-17F)

ENEMIES	STR	WK	DRN	NUL	RPL
NEMEAN BEAST		FIRE, DARK			
JOTUN OF GRIEF			SLS, STK, FIRE, ICE, WIND, ELEC	DARK, LIGHT	
CRAZY TWINS			FIRE, DARK	LIGHT	ELEC

DOOM SWORD	SLS	ICE			ELEC
ETERNAL SAND		SLS, STK	WIND	FIRE, ICE, ELEC	
PLATINUM DICE	SLS, STK, PRC	ELEC		FIRE, ICE, WIND	
RECKONING DICE				FIRE, ICE, WIND, ELEC, DARK	LIGHT
DIVINE MOTHER		ICE, DARK		ELEC	LIGHT
RAMPAGE DRIVE				SLS, PRC, LIGHT, DARK	STRIKE
PHANTOM KING				DARK	LIGHT
MAD CYCLOPS	SLS, STK, PRC, FIRE, ICE, ELEC, WIND				
MIGHTY CYCLOPS			SLS, STK, PRC	LIGHT, DARK	
CHAOS CYCLOPS			FIRE, WIND, ELEC, ICE	LIGHT, DARK	
ETERNAL EAGLE		DARK	ELEC, WIND		LIGHT
EMPEROR BEETLE		STK		SLS, PRC	

SAVEPOINT IN 18F, BOSS IN 19F

BOSS:

TENJIN MUSHA
STR: SLS, STK, PRC

KAIKEN MUSHA
STR: SLS, STK, PRC

ONNEN MUSHA
DRN: ICE, WIND, FIRE, ELEC
RPL: LIGHT, DARK

EXP : 19659

ITEM : RED QUILLON X1
WHITE QUILLON X1
BLACK QUILLON X1

CHESTS: SOMA X2, BALM OF LIFE X5



TIP: THESE GUYS ARE PHYSICAL-ATTACK ORIENTED. THEY WILL ALWAYS BUFF THEMSELVES TO INCREASE THEIR ATTACK AND DE-BUFF YOUR PARTY TO LOWER YOUR DEFENSES. TENJIN AND KAIKEN MUSHA DON'T HAVE ANY ELEMENTAL RESISTANCES SO YOU MAY HIT THEM WITH YOUR -DYNE SKILLS. NATURALLY, THEY HAVE STRONG DEFENSES SO AVOID USING TOO MUCH PERSONA-BASED PHYSICAL ATTACKS TO KEEP YOUR HP UP. THESE GUYS CAN DEAL CRITICAL HITS AND THEY ARE REALLY GOOD IN TAKING ADVANTAGE OF IT. I SUGGEST CONCENTRATING ON ONE TARGET AT A TIME. TAKE OUT TENJIN MUSHA FIRST SINCE IT CAN CAST HEALING SKILLS.

AFTER THE BATTLE, I SUGGEST GOING BACK TO RESUPPLY. AVOID FIGHTING AS MUCH AS POSSIBLE IN THE FOLLOWING FLOORS SINCE THERE IS A MAJOR BOSS BATTLE ON THE FINAL FLOOR OF THIS STAGE.

SAVEPOINT IN 26F

PREPARE YOUR PARTY, AND WATCH THE FOLLOWING SCENES. A BOSS BATTLE WILL TAKE ENSUE AFTERWARDS.



BOSS: P???
NUL: PRC, LIGHT, DARK
EXP : 8178



TIP: THERE IS REALLY NO SPECIFIC TACTIC HERE SINCE THIS BOSS' ATTACKS WILL BE BASED FROM THE PERSONAS OF YOUR CURRENT TEAM. THOUGH THE COPIED PERSONA'S RESISTANCE IS RETAINED, ITS WEAKNESS ISN'T - WHICH MEANS YOU CAN'T EXPLOIT IT TO GET FREE TURNS. JUST KEEP YOUR PARTY HEALED AND BUFFED IF YOU HAVE THE CHANCE. COMPARED TO THE PREVIOUS BATTLES, THIS ONE IS PRACTICALLY EASY.

OBTAIN **KEY OF TIME**. SOME MORE CONVERSATIONS AND YOU'LL BE TRANSPORTED BACK TO THE LOUNGE AUTOMATICALLY. WATCH AS THE CONVERSATION STARTS TO HEAT UP...



ONCE IN CONTROL, SAVE FIRST AND PREPARE FOR THE UPCOMING BATTLES. AIGIS AND METIS WILL BE YOUR FIXED TEAM FOR NOW. MAKE SURE YOU EQUIP THE BEST EQUIPMENT YOU HAVE AND STOCK ON WITH SUPPLIES. TALK TO METIS WHEN READY.

COLOSSEO PURGATORIO



THE DOOR TO THE BACK LEADS BACK TO THE DESERT OF DOORS IN CASE YOU FORGOT SOMETHING. WHEN READY, HEAD TO THE LARGE DOOR. YOUR FIRST OPPONENTS WILL BE KEN AND AKIHIKO.

BOSS:
KEN AMADA
NUL: LIGHT, DARK

AKIHIKO SANADA
NUL: ELEC, LIGHT, DARK

EXP : 9980



TIP: CONCENTRATE ON TAKING OUT KEN FIRST SINCE HE HAS LOWER HEALTH AND DEFENSE COMPARED TO AKI. ASSIGN TARGET TO METIS THEN CAST YOUR OWN BUFFS IF YOU WANT TO. YOU CAN USE ALL-PARTY "-DYNE" ATTACKS TO DEAL DAMAGE TO THEM BOTH. ONCE KEN IS DOWN, AKI WON'T BE THAT MUCH OF A PROBLEM.

AFTER THE BATTLE, YOU'LL BE BACK TO THE DORM. SAVE AND RESTOCK. GO DOWN TO THE DESERT OF DOORS AND ENTER THE COLLOSEO FOR YOUR NEXT BATTLE.

BOSS:
KOROMARU
NUL: FIRE, LIGHT, DARK

JUNPEI IORI
NUL: FIRE, LIGHT, DARK

EXP : 9981



TIP: THESE TWO HAVE BOTH FIRE-ORIENTED PERSONAS. YOU'LL NEED TO TAKE OUT KORO FIRST SINCE HE HAS LOWER HP AND DEF COMPARED TO JUNPEI. NOT TO MENTION THAT HIS MUDOO CAN CAUSE SERIOUS TROUBLE IF IT CONNECTS. IF YOU HAVE AN ACCESSORY THAT PROVIDES IMMUNITY AGAINST FIRE ATTACKS, EQUIP IT TO METIS. YOU CAN THEN USE SURT WHILE YOU PUMMEL THE GUYS WITH YOUR ATTACKS.

BOSS:
YUKARI TAKEBA
NUL: WIND, LIGHT, DARK

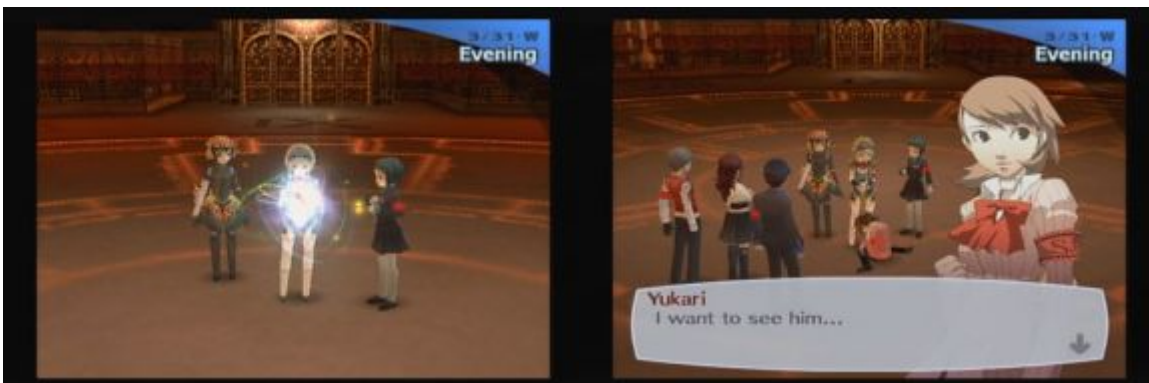
MITSURU KIRIJO
NUL: ICE, LIGHT, DARK

EXP : 9981

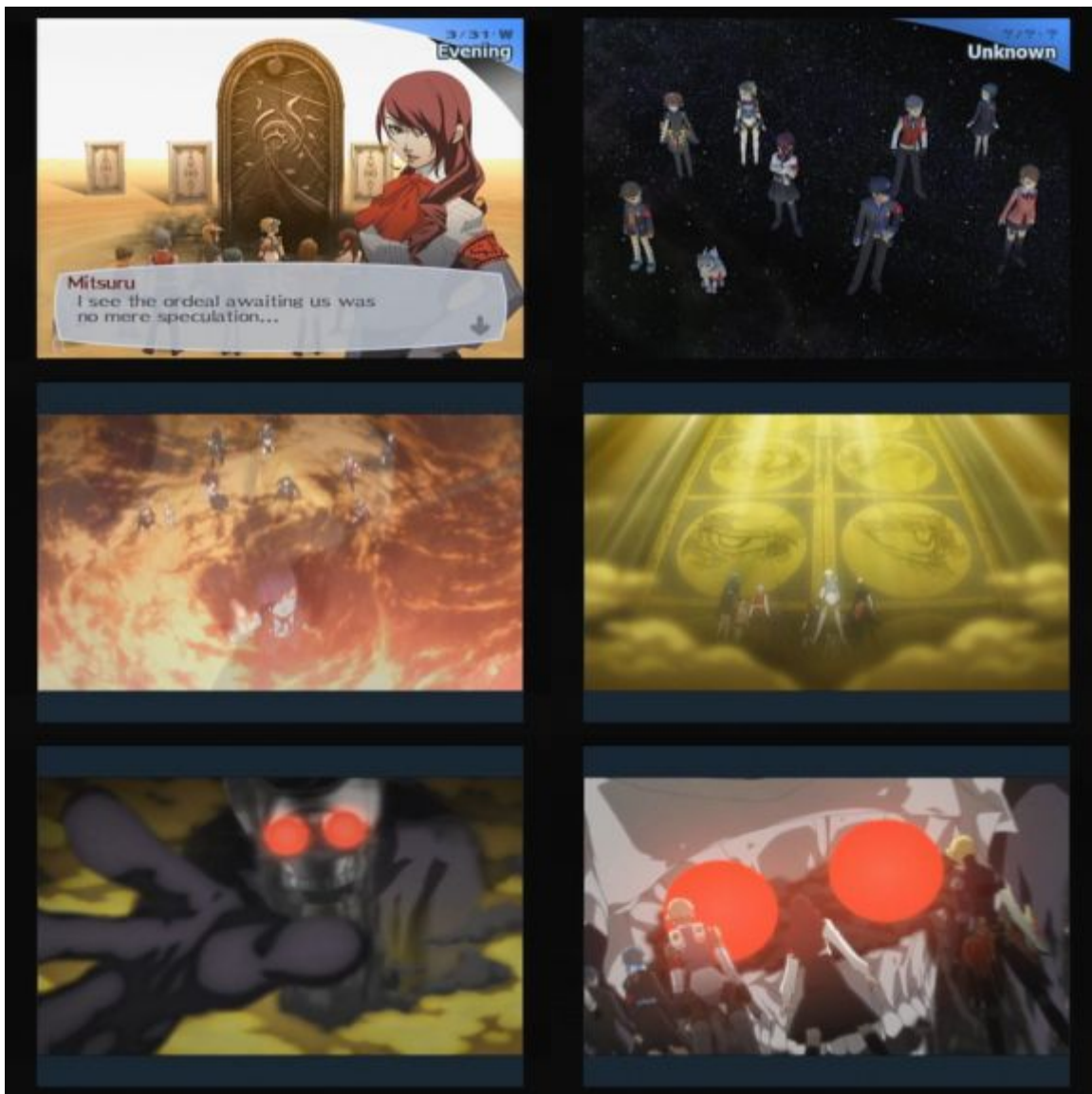


TIP: FINALLY, THE LAST TEAM YOU'LL NEED TO BATTLE. MITSURU POSES A THREAT HERE SINCE SHE CAN CHARM YOUR CHARACTERS. YOU CAN ORDER METIS TO CONCENTRATE HER ATTACKS TO MITSURU WHILE YOU CAST BUFFS OR USE ALL-PARTY ATTACKS.

AFTER THE BATTLES, YOU WILL HAVE THE **TRUE KEY**. WATCH MORE SCENES. YOUR TEAM WILL FINALLY BE BACK TOGETHER. ONCE YOU HAVE CONTROL, SELECT YOUR BEST TEAM AND HEAD OUT TO THE LAST DOOR.



FINAL DOOR



WATCH MORE SCENES. AFTER THAT, THE FINAL BATTLE WILL BEGIN.

BOSS: EBERUS



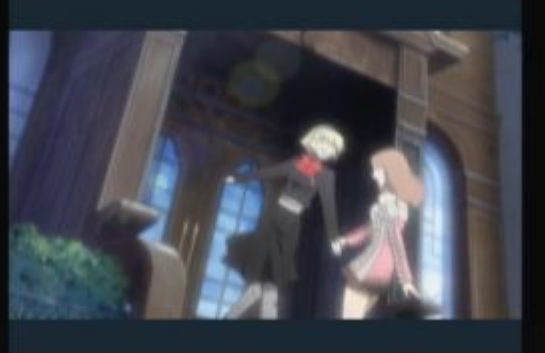


THIS BATTLE MAY TAKE LONG DEPENDING ON YOUR LEVEL. THIS BOSS HAS ELEMENTAL - DYNE ATTACKS AND A PHYSICAL ATTACK CALLED ALMIGHTY THAT CAN DEAL CRITICAL DAMAGE TO THE WHOLE TEAM, KNOCKING DOWN SOME OF THEM AS WELL. USE BUFFS AS MUCH AS POSSIBLE AND ATTACK WITH YOUR MOST POWERFUL ATTACKS. FORTUNATELY, THIS BOSS DOESN'T HAVE ANY ELEMENTAL RESISTANCES THOUGH IT HAS A WHOLE LOT OF HP.

LATER IN THE BATTLE, THE BOSS WILL USE A SPECIAL ATTACK CALLED "DARK EMBRACE". THE BOSS WILL CHARGE UP AND CREATE A DARK SPHERE. YOU'LL NEED TO DEAL AT LEAST 800+ DAMAGE TO STOP DARK EMBRACE. ONCE THAT IS STOPPED SUCCESSFULLY, THE BOSS WILL BE UNABLE TO MAKE ANY MOVES AND YOU WILL HAVE SOME FREE HITS. JUST CONTINUE ON BUFFING YOUR TEAM TO MAXIMIZE THEIR DAMAGE. IF YOU ARE DEALING DECENT DAMAGE, THE BOSS WILL JUST USE DARK EMBRACE ONCE.

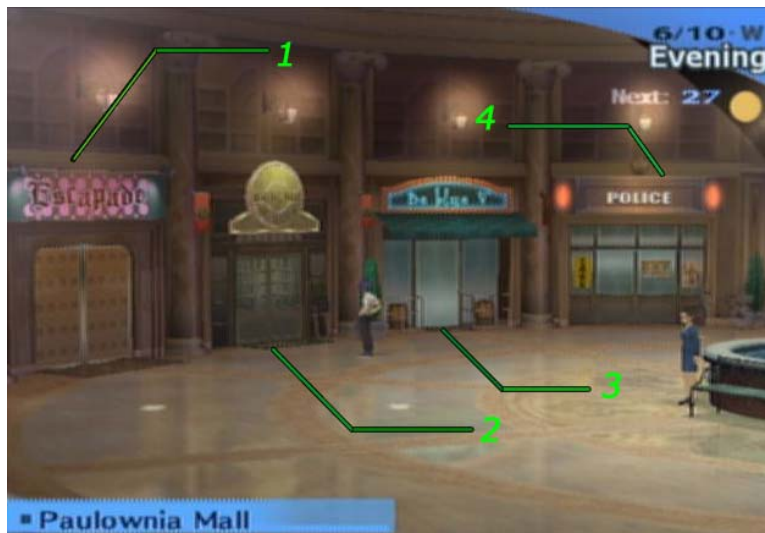
AFTER THE BATTLE, WATCH THE WONDERFUL ENDING....

CONGRATULATIONS FOR FINISHING THE ANSWER!



LOCATIONS

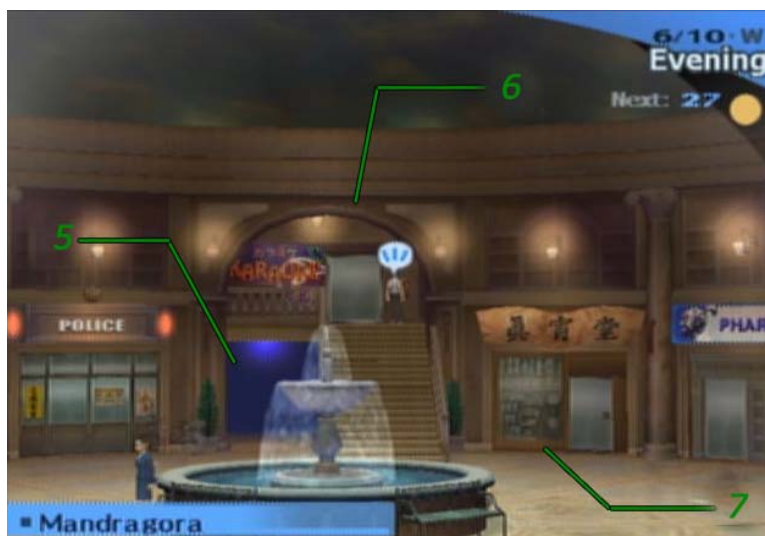
THIS SECTION WILL COVER ALL THE PLACES THAT YOU CAN VISIT DURING YOUR FREE TIME. SOME ESTABLISHMENTS ARE ACCESSIBLE ONLY DURING CERTAIN EVENTS AND TIMES OF THE DAY.



PAULOWNIA MALL

PAULOWNIA MALL IS THE ONLY PLACE OPEN AT NIGHT. HERE YOU CAN FIND SEVERAL SHOPS WHERE YOU CAN PURCHASE NECESSARY ITEMS WHEN EXPLORING TARTARUS. THE FOUNTAIN IS WHERE THE GOURMET KING (MOON ARCANA) IS HANGING OUT DURING THE DAY AND PRESIDENT TANAKA (DEVIL ARCANA) WILL BE HANGING OUT NEAR GAME PANIC DURING THE NIGHT.

1. **CLUB ESCAPADE** - OPENS ONLY AT NIGHT. ASIDE FROM BEING THE PLACE WHERE THE OLD MONK (TOWER ARCANA) IS STAYING, THERE IS NOTHING WORTHWHILE TO BE DONE HERE.
2. **CHAGALL CAFE** - OPEN DURING DAY AND NIGHT. STAY HERE TO INCREASE YOUR CHARM. (PHEROMONE COFFEE - 500Y)
3. **BE BLUE V** - THIS IS THE ACCESSORY SHOP. OPENS EVERYDAY DURING DAYTIME ONLY. *DISCOUNTS ON SUNDAYS!*
4. **POLICE STATION** - THIS IS YOUR EQUIPMENTS SHOP. IT GETS A NEW INVENTORY EVERY MONTH SO MAKE SURE YOU HAVE THE STRONGEST EQUIPMENT YOU CAN GET BEFORE EVERY NEW MISSION IN TARTARUS. *DISCOUNTS ON MONDAYS!*



5. **HALLWAY** - LEADS TO THE ALTERNATIVE ENTRANCE TO THE VELVET ROOM
6. **MANDRAGORA** - THIS KARAOKE BAR IS WHERE YOU CAN INCREASE YOUR COURAGE FOR 800 YEN. HOWEVER, IT WILL BE FULL FROM FRIDAY TO SUNDAY.
7. **SHINSHOUDO ANTIQUES** - THIS IS THE ANTIQUE SHOP WHERE YOU CAN TRADE YOUR GEMS (ENEMY DROPS) FOR PERSONA-ENHANCING CARDS, SOME RARE ITEMS AND FUSE WEAPONS. OPENS DAILY UNTIL EVENING. OPENS ON 6/9



8. **AOHIGE PHARMACY** - THE PHARMACY IS WHERE YOU CAN PURCHASE RECOVERY ITEMS AND DIFFERENT STATUS REMOVAL ITEMS. OPENS DAILY UNTIL EVENING. DISCOUNTS ON SATURDAYS!
9. **POWER RECORDS** - MUSIC STORE. ACCESSIBLE ONLY DURING STORY SCENES.
10. **GAME PANIC** - IN FES, YOU CAN PLAY THE CRANE MACHINE TO WIN EITHER A GANESHA BANK OR JACK FROST DOLL. THESE ARE USED AS GIFTS TO YOUR GIRLFRIENDS. ALSO, YOU CAN PLAY DIFFERENT GAMES IN GAME PANIC TO INCREASE YOUR ATTRIBUTES AND YOUR PERSONA'S STATS.

MONDAY, THURSDAY

++++++

PRINT CLUB - 1500 (+ CHARM)

PUNCHING BAG - 2000 (+STRENGTH)

TUESDAY, FRIDAY

++++++

HORROR HOUSE 3000 (+COURAGE)

MOLE WHACKERS 2000 (+SPEED)

SATURDAY, WEDNESDAY

++++++

QUIZ GAME - 3000 (+ACADEMICS)

LUCKY FORTUNE 2000 (+MAGIC)

SUNDAY

++++++

PUNCHING BAG - 2000

MOLE WHACKERS 2000

LUCKY FORTUNE 2000



PORT ISLAND STATION

PORT ISLAND STATION IS THE STATION NEAREST TO YOUR SCHOOL. SOME OF THE SIDEQUESTS WILL REQUIRE YOU TO VISIT PARTICULAR SPOTS ACROSS THE STATION. (THESE REQUESTS WILL BE COVERED IN A SEPARATE SECTION OF THIS GUIDE.)

RAFFLESIA - THE FLOWER SHOP WHERE YOU CAN BUY FLOWERS (AND ACTUALLY STOCK THEM) TO GIVE THEM AS GIFTS TO YOUR GIRLFRIEND(S). OPENS EVERYDAY.

SCREEN SHOT - THE ONLY MOVIE THEATER IN THE AREA. THE ATTRIBUTES THAT WILL INCREASE WHEN YOU VISIT THIS ESTABLISHMENT DEPENDS ON THE MOVIE MARATHON THAT IS SHOWN IN THE THEATER. (1500Y)



IWATODAI STATION/ STRIP MALL

THIS IS ANOTHER GREAT PLACE TO HANGOUT IF YOU HAVE NOTHING TO DO. IT HAS A LOT OF RESTAURANTS AND FASTFOOD THAT CAN HELP INCREASE YOUR ATTRIBUTES. THE STAR ARCANA WILL BE HANGING OUT IN A BENCH IN FRONT OF BOOKWORMS.

OCTOPIA - TAKOYAKI FOOD STAND. YOU NEED TO BUY AT LEAST ONE TAKOYAKI HERE THAT WILL BE NEEDED TO ESTABLISH A SOCIAL LINK WITH THE GIRL AT THE SHRINE (CHANGED MAN ARCANA)

WILD-DUCK BURGER

- EAT THE SPECIALTY HERE FOR 500 YEN TO INCREASE YOUR COURAGE

BOOKWORMS USED BOOKS

- THIS IS WHERE THE OLD COUPLE (HIEROPHANT ARCANA) IS STAYING.

WAKETSU RESTAURANT

- EAT THE PRODIGY PLATTER FOR 680Y TO INCREASE YOUR ACADEMICS

HAGAKURE RAMEN

- EAT THE TUNA HERE FOR 900Y TO INCREASE YOUR CHARM.

SWEET SHOP

- ACCESSIBLE ONLY DURING STORY SCENES.

BEEF BOWL SHOP

- ACCESSIBLE ONLY DURING STORY SCENES.

BOOK ON

- ACCESSIBLE ONLY DURING STORY SCENES.



NAGANAKI SHRINE

THE SHRINE IS WHERE YOU CAN CHECK YOUR FORTUNE AND MAKE SOME OFFERINGS TO INCREASE YOUR ACADEMICS. IN FES, THIS TAKES TIME SO IT IS NOT REALLY RECOMMENDED. IN FES ALSO, YOU CAN SPEND YOUR WHOLE AFTERSCHOOL PERIOD PRAYING IN THE SHRINE FOR SOME RANDOM EFFECTS LIKE INCREASED STAMINA AND ITEM CONVERSION. WHEN CHECKING YOUR FORTUNE, YOU CAN NOW INCREASE YOUR CLOSENESS TO ANY OF YOUR SOCIAL LINKS. THIS IS GREAT FOR CATCHING UP WITH CONTACTS WITH DIFFICULT SCHEDULES. YOU CAN ALSO FIX REVERSED SOCIAL LINKS HERE AS WELL. OCCASIONALLY, IF YOU HAVE GOOD LUCK, YOU WILL FIND SOME YEN AND YOUR CONDITION MAY IMPROVE. HOWEVER, THE OPPOSITE MAY OCCUR WHEN YOU HAVE BAD LUCK.

WHEN OFFERING TO THE SHRINE, YOUR ACADEMICS MAY INCREASE. MAIKO (GIRL ON THE SHRINE) CAN BE FOUND HERE EVERYDAY AFTER SCHOOL EXCEPT SUNDAYS. DURING SUNDAYS, YOU WILL FIND AKINARI (SUN ARCANA) AFTER YOU UNLOCK HIM BY INCREASING MAIKO'S SOCIAL LINK. ALSO, THIS IS WHERE YOU TAKE KUROMARU FOR A WALK DURING THE EVENING. YOU MAY ENCOUNTER SOME FRIENDS ALONG THE WAY, MAKING YOU CLOSER TO THEM. WHEN WALKING KORO ALONE, HE MAY PICK UP VALUABLE ITEMS. A DORM MATE MAY ALSO JOIN YOU WHEN TAKING A WALK.

THIS IS ALSO WHERE THE SUMMER FESTIVAL IS HELD. A GIRLFRIEND MAY JOIN YOU DURING THIS EVENT.



GEKKOUKAN HIGH SCHOOL

THIS IS THE SCHOOL WHERE YOUR CHARACTER GOES TO. THOUGH YOU CAN ONLY SEE TWO HOMEROOMS HERE, IT IS STILL "COMPLETE" IN A SENSE.

CLASSROOM 2-F - THE MAIN CHARACTER, YUKARI AND JUNPEI'S HOMEROOM. YOU CAN ALSO FIND KAZUSHI AND KENJI INSIDE.

CLASSROOM 2-E - FUUKA AND NATSUKI'S HOMEROOM

STUDENT COUNCIL ROOM - MEETINGS ON MONDAYS, WEDNESDAYS AND FRIDAYS. ESTABLISH AND INCREASE THE STUDENT COUNCIL (EMPEROR ARCANA) SOCIAL LINK HERE.

PA ROOM - ENTER HERE TO OBTAIN THE GEKKOUKAN BOOGIE, NEEDED FOR ELIZABETH'S REQUEST. (SHE SHOULD REQUEST IT FIRST; OTHERWISE THE ROOM WILL BE LOCKED.)

ROOFTOP - THOUGH YOU CAN ACCESS IT NORMALLY, THERE IS NOTHING SPECIAL TO DO HERE EXCEPT FOR SOME STORY SCENES AND A REQUEST.

SHOP - YOU CAN BUY SOME SNACKS HERE WHICH CHANGES EVERYDAY. ONE OF CHIHIRO'S FAVORED GIFT (BOOK COVER) CAN BE BROUGHT HERE AS WELL.

ATHLETICS AREA (KENDO, SWIM AND TRACK AND FIELD ROOMS) - ESTABLISH/ INCREASE THE CHARIOT ARCANA HERE. (OR JUST TALK TO KAZ IN YOUR ROOM)

NURSE' ROOM - VISIT HIM WHEN YOU'RE TIRED OR SICK. AGREE TO DRINK THE CONCOCTION TO INCREASE YOUR COURAGE. HE ALSO PROVIDES SECONDARY LESSONS.

FACULTY ROOM - ACCESSIBLE ONLY DURING STORY SCENES AND WHEN COMPLETING A REQUEST.

LABORATORY - ENTER HERE ONCE YOU ACCEPTED THE ELIZABETH'S REQUEST FOR "SHELL OF A MAN". OTHERWISE IT WILL BE LOCKED.

HOME ECONOMICS ROOM - ENTER HERE TO ESTABLISH, INCREASE YOUR SOCIAL LINK WITH BEBE (TEMPERANCE ARCANA). OR JUST TALK TO HIM JUST OUTSIDE OF YOUR HOME ROOM.

MUSIC, ARTS AND PHOTOGRAPHY/SCIENCE ROOM - ENTER TO ESTABLISH/ INCREASE FORTUNE ARCANA SOCIAL LINK. OR JUST TALK TO KEISUKE OUTSIDE YOUR HOMEROOM.

LIBRARY - STUDY HERE TO INCREASE YOUR ACADEMICS.



DORMITORY

THIS IS YOUR HQ OR HOME. SAVE BY USING THE LOGBOOK IN THE LOBBY. THE SECOND FLOOR HAS ALL THE BOYS' ROOM, THE GIRLS' ROOM ON THE 3RD AND THE MEETING/COMMAND ROOM AT THE 4TH. THE 5TH FLOOR IS BASICALLY THE ROOFTOP BUT IT DOESN'T HAVE ANY USE AFTER THE FIRST INCIDENT WHEN YOU START THE GAME.

LOUNGE

- THIS IS THE PRIMARY AREA WHERE YOUR TEAM MATES GATHER DURING THEIR FREE TIME. YOU CAN DEPLOY TO TARTARUS BY TALKING TO MITSURU AND LATER ON, FULUKA. YOU CAN ALSO COMPLETE SOME REQUESTS THAT'LL REQUIRE YOU TO OBTAIN SPECIFIC ITEMS FROM YOUR TEAM MATES ON SPECIFIED DATES



COMMAND ROOM

- ON MAJOR OPERATIONS, YOUR TEAM GATHERS AND DEPLOYS FROM THE COMMAND ROOM. ON FREE DAYS, YOU CAN VISIT THIS ROOM AND WATCH THE TAKEN BY SURVEILLANCE CAMERAS INSTALLED IN VARIOUS PLACES (EACH OF THE ROOMS ACTUALLY) YOU CAN WATCH SOME PRETTY AMUSING CLIPS BY EXAMINING THE CENTRAL CONSOLE.



SOCIAL LINKS

AS MENTIONED IN THE QUICK START SECTION AT THE START OF THIS GUIDE, SOCIAL LINKS PLAY A VITAL ROLE IN FUSING POWERFUL PERSONAS. MAXING OUT A SOCIAL LINK WILL ENABLE YOU TO CREATE THE ARCANA'S ULTIMATE FORM. THE SOCIAL LINK RANK ALSO DETERMINES HOW MUCH BONUS EXPERIENCE A RESULTING PERSONA WILL GET DURING FUSION. THIS SECTION WILL DISCUSS HOW TO ESTABLISH ALL SOCIAL LINKS IN THE GAME AND OTHER RELATED INFO.

ESTABLISHING NEW SOCIAL LINKS CAN BE DONE BY MAKING FRIENDS AND ACQUAINTANCES WITH CERTAIN NPCS IN THE GAME. THEY COULD BE YOUR CLASSMATES OR JUST ANY OTHER PEOPLE FROM DIFFERENT WALKS OF LIFE. YOU CAN ALSO HAVE INTIMATE RELATIONSHIPS WITH CERTAIN GIRLS IN YOUR SCHOOL.



INCREASING THE LEVEL OF YOUR SOCIAL LINK WILL DEPEND ON HOW MUCH TIME YOU HANG OUT WITH YOUR FRIENDS AND HOW YOU RESPOND TO YOUR CONVERSATIONS WITH THEM. BEST ANSWERS WILL ALWAYS RESULT IN AN INSTANT RANK UP THE NEXT TIME YOU HANG OUT WITH THAT PERSON. FOR GIRLS, THE BEST ANSWERS AND GIVING THEM THE GIFTS THEY LIKE WILL DRAMATICALLY INCREASE YOUR RELATIONSHIP WITH THEM. **HAVING THE PERSONA MATCHING YOUR FRIEND'S ARCANA WHEN YOU TALK TO HIM/HER WILL HELP A LOT ON STRENGTHENING YOUR RELATIONSHIP FASTER.**

REVERSED SOCIAL LINKS WILL BE THE RESULT WHEN THAT PERSON GETS MAD OR UNEASY ABOUT YOU. ONE MOST COMMON EXAMPLE IS WHEN YOU GO OUT WITH ANOTHER GIRL WHILST YOU ALREADY HAVE A GIRLFRIEND. ANOTHER THING IS THAT WHEN YOU KEEP IGNORING OR HAVEN'T HANGED OUT WITH A FRIEND. THE EASIEST WAY TO REVERSE A SOCIAL LINK IS TO DECLINE AN INVITATION YOU ALREADY ACCEPTED TO MAKE WAY TO ANOTHER FAVORED FRIEND. FOR GUYS, NOT HANGING OUT WITH THEM FOR 90 DAYS WILL USUALLY RESULT TO A REVERSED LINK. FOR GIRLS, IT SHOULD BE AROUND 60. REPAIR REVERSED SOCIAL LINKS BY TALKING TO THE PERSON AND INVITE HIM/HER OUT. AT FIRST THEY MAY DECLINE THE OFFER BUT KEEP ON TRYING AND THEY WILL EVENTUALLY GAVE WAY ON THE 2ND INVITATION ONWARDS. READING YOUR FORTUNE IN NAGASAKI SHRINE IS A NEW WAY OF MENDING RELATIONSHIPS/FRIENDSHIPS. THIS IS AVAILABLE ON FES ONLY.

MAXING OUT A SOCIAL LINK WILL ENABLE YOU TO CREATE THE ARCANA'S ULTIMATE FORM. ONCE MAXED, YOU WILL BE ABLE TO CONTINUE AND MOVE ON WITH CONCENTRATE MAXING OUT ANOTHER S. LINK.

QUICK Q&A:

1. WHY DO I NEED TO MAX THOSE SOCIAL LINKS?

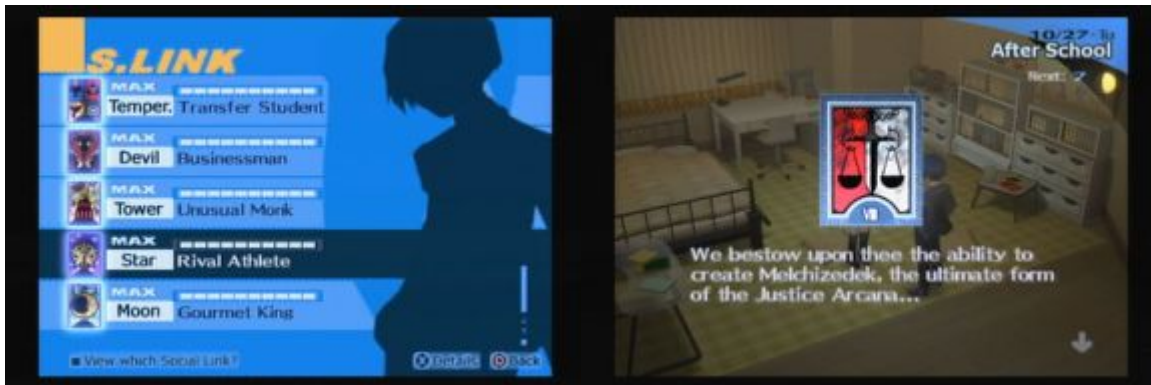
ANS: TO GET THE ULTIMATE FORM OF THE ARCANA BASED ON THE SOCIAL LINK. IF YOU ARE AIMING FOR A 100% PERSONA DATABASE, THEN YOU WILL BE OBLIGED TO MAX ALL SOCIAL LINKS. THIS WILL ALSO PROVE USEFUL IF YOU WANT HIGHER LEVEL RESULTING PERSONAS WHEN FUSING.



2. IS IT POSSIBLE TO MAX ALL SOCIAL LINKS WITHIN ONE YEAR (PLAYTHROUGH)?

ANS: YES, IT IS POSSIBLE. BUT YOU NEED TO FOLLOW A VERY, VERY STRICT SCHEDULE, CONSIDERING EVERY SINGLE REPLY ON YOUR CONVERSATIONS WITH FRIENDS, THE GIFTS YOU GIVE THEM, THE TIME YOU'LL SPEND WITH THEM. IT SHOULD BE NEAR 100% ACCURACY.

NOT TO MENTION THAT THERE ARE STILL TARTARUS, EXAMS AND OTHER EVENTS YOU WILL NEED TO WORRY ABOUT. SOME SOCIAL LINKS REQUIRE A SPECIFIC RANK AND ATTRIBUTES WHICH WILL TAKE A WHILE TO MAX OUT.¹ ANOTHER THING IS THAT THAT WILL TAKE THE FUN OUT FROM THE GAME SINCE EVERYTHING NEEDS TO BE PERFECT.



3. I'M ALREADY SICK WITH MY CURRENT GIRLFRIEND SO I DECIDED TO DUMP HER AND GO OUT WITH YUKARI/MITSURU (OR ANY OTHER GIRL). HOW CAN I MAKE SURE THAT OUR SOCIAL LINK WON'T GO ON REVERSE? THIS IS JUST UNTIL I MAX OUT THE LINK WITH MY PREFERRED GIRLFRIEND.

ANS: IT IS STILL POSSIBLE TO HAVE TWO GIRLFRIENDS - BUT UP TO A CERTAIN POINT. UNLESS YOUR RELATIONSHIP WITH THE GIRL IS NOT THAT INTIMATE, YOU CAN GO OUT WITH ANY OF THEM AT THE SAME TIME.

NORMALLY, IF YOUR S LINK LEVEL WITH A GIRL REACHES LEVEL 5+, IT WILL BECOME INTIMATE AND YOU WILL GET AN IN-GAME WARNING THAT SHE MAY GET UPSET IF YOU GO OUT WITH ANOTHER GIRL. TECHNICALLY SPEAKING, YOU CAN GO OUT WITH TWO OR MORE GIRLS UP UNTIL EACH OF THEM REACHES INTIMATE LEVEL. ONCE YOU GET TO THE RANK THAT EVERYTHING GETS STEAMY AND SERIOUS, YOU WILL NEED TO DO EVERYTHING YOU CAN TO MAX OUT YOUR 'SERIOUS' GIRLFRIEND SO THAT YOU CAN FORGET ABOUT HER AND MOVE INTO ANOTHER SERIOUS RELATIONSHIP.

4. HELP! I REVERSED A SOCIAL LINK! HOW CAN I UN-REVERSE IT? WHY CAN'T I FIND <INSERT NPC'S NAME> ANYMORE? WILL IT START FROM ZERO IF I LEAVE IT AS IS?

¹ For further details on how to max all Social links in one playthrough, please refer to Penguin_Knight's awesome Max Social Link faq in Gamefaqs.



ANS: YOU WILL NEED TO TALK TO THAT PERSON AND INVITE HIM/HER TO HANGOUT WITH YOU. NORMALLY, SOME OF THEM DON'T STAY ON THEIR REGULAR PLACES BEFORE. YOU NEED TO LOOK FOR THEM *ON THE DAY THEY SHOULD BE ON* AND FROM *ANOTHER SPOT* IN THE SCHOOL. FOR EXAMPLE, IF YOU REVERSED YUKARI, SHE CAN BE LOCATED BY THE SCHOOL COUNTER/SHOP. AN ANGRY CHIHRO CAN BE FOUND IN THE LIBRARY. A PISSED OFF YUKO IS STAYING BY THE FAUCETS LEADING TO THE ATHLETIC CLUBS' ROOMS. FUKA WILL BE IN FRONT OF THE CULTURAL ARTS BILLBOARD AND SO ON. ALTERNATIVELY, YOU CAN VISIT THE SHRINE AND CHECK YOUR FORTUNE. THERE IS AN ADDED FEATURE THERE TO MEND REVERSED RELATIONSHIPS.

FOR THE SECOND QUESTION, NO IT WON'T. THE LINK WILL GET UNREVERSED ONCE YOU FIX IT AND YOU TWO CAN START FROM WHERE YOU LEFT OFF.

5. *WHAT HAPPENS TO ALL THE SOCIAL LINKS I HAVE MAXED OUT WHEN I START A NEW GAME?*

ANS: YOU WILL NEED TO START OVER FRESH. FOR FURTHER INFORMATION ON WHAT WILL CARRY OVER WHEN YOU START A NEW GAME, CHECK OUT THE POST GAME NOTES SECTION ON THIS GUIDE, JUST A FEW PAGES BEFORE THIS SECTION.

6. *I RECEIVED SOME KEY ITEMS FROM MY MAXED FRIENDS. WHAT GOOD WILL IT DO?*

ANS: AS FAR AS PRACTICALITY IS CONCERNED, THEY DON'T DO ANYTHING .THEY WILL JUST SERVE AS MEMENTOS FROM YOUR FRIENDS WHICH YOU HAVE "UNBREAKABLE BOND" WITH.

7. *WHAT ARE THE GIFTS SHOULD I GIVE TO MY GIRLFRIENDS? IS THERE ANY IMPORTANCE IN THAT?*

ANS: FIRST OF ALL, AS I OBSERVED, INCREASING YOUR S.LINK RANK WITH A GIRLFRIEND IS HARDER COMPARED TO YOUR NORMAL FRIEND. JUST THINK THAT EACH ANSWER YOU GIVE THEM HAS CORRESPONDING POINTS, WHICH YOU NEED TO GATHER REQUIRED POINTS TO LEVEL UP THE SOCIAL LINK GIRLFRIENDS NORMALLY HAS HIGHER REQUIRED POINTS, AS FAR AS I EXPERIENCED IN THE GAME.

EACH OF THE GIRLS HAS THEIR OWN PREFERENCES AND TASTES. ONE GIFT MAY WORK WELL ON ONE CHICK BUT THE OTHER MAY DISLIKE IT. FORTUNATELY, YOU CAN USE THE SAME GIFT A GIRLFRIEND LIKES EVERYTIME YOU HAVE THE CHANCE. THE IMPORTANT THING IS THAT WHEN YOU GIVE THE FAVORED GIFT FOR YOUR GIRLFRIEND, YOUR RELATIONSHIP WITH HER WILL INCREASE DRAMATICALLY.

HERE IS THE LIST OF THE PREFERRED GIFTS OF THE GAME'S POTENTIAL GIRLFRIENDS;² MOST FAVORED GIFTS INCREASE YOUR RELATIONSHIP DRAMATICALLY. GOOD GIFTS WILL STILL MAKE THEM HAPPY BUT WITH SMALL-AVERAGE INCREASE WITH YOUR RELATIONSHIP. OTHER GIFTS NOT ON THE LIST WON'T MAKE ANY CHANGES.

² Referred also from Penguin_Knight's Social Link faq
(<http://www.gamefaqs.com/console/ps2/file/932312/49720>)

MOST FAVORED GIFTS:

GOOD GIFTS:

FUUKA (PRIESTESS)



GLASS VASE
BRAND BAG

RED PINE BONSAI
MINI CACTUS
BRAND PURSE
BRAND WATCH
TEDDY BEAR
JAPANESE DOLL
KALEIDOSCOPE
BOOK COVER
GANESHA BANK

MITSURU (EMPRESS)



JAPANESE DOLL
GOGGLE-EYED DOLL

RED PINE BONSAI
PERFUME
BRAND PURSE
BRAND WATCH
BRAND BAG
TEDDY BEAR
KALEIDOSCOPE
BOOK COVER
LUCKY CHARM

YUKARI (LOVER)



PERFUME
BRAND PURSE
BRAND WATCH
BRAND BAG

ROSE BOUQUET
GLASS VASE
TEDDY BEAR
JACK FROST DOLL

CHIHITO (JUSTICE)



BRAND WATCH
BRAND BAG
BOOK COVER

ROSE BOUQUET
MINI CACTUS
GLASS VASE
PERFUME
BRAND PURSE
TEDDY BEAR
JAPANESE DOLL
KALEIDOSCOPE
JACK FROST DOLL
GANESHA BANK

YUKO (STRENGTH)



BRAND PURSE
BRAND WATCH
BRAND BAG

MINI CACTUS
TEDDY BEAR
KALEIDOSCOPE
LUCKY CHARM

8. Where can I buy these stuff?

ANTIQUE SHOP (YOU NEED TO TRADE THE GEMS DROPPED BY SHADOWS)

GOGGLED-EYE DOLL
KALEIDOSCOPE
JAPANESE DOLL
TEDDY BEAR

SCHOOL SHOP

BOOK COVER

RAFFLESIA (PORT ISLAND FLOWER SHOP)

GLASS VASE
MINI CACTUS
RED PINE BONSAI
ROSE BOUQUET

SHRINE

LUCKY CHARM (CAN ONLY BE ACQUIRED WHEN YOU HAVE THE LUCKIEST DRAW/ FORTUNE OR WHEN TAKING KUROMARU FOR A WALK)

TANAKA'S HOME SHOPPING TV SHOW*

BRAND WATCH	(AVAILABLE ON 9/6)
BRAND PURSE	(AVAILABLE ON 6/14, 7/26)
BRAND BAG	(AVAILABLE ON 10/25, 12/6)
PERFUME	(AVAILABLE ON 6/7, 6/14)

CRANE GAME (ARCADE)

JACK FROST DOLL
GANESHA BANK

*THESE ARE ONLY AVAILABLE ON THOSE SPECIFIED DATES. IF YOU ARE PLANNING TO GET ALL OF THEM, YOU NEED TO AVOID GOING OUT ON THOSE DATES.

MORE SOCIAL LINK + ATTRIBUTES NOTES/FAQS:

DUE TO THE GAMES' VERY LIMITED TIME, YOU WILL REALLY NEED TO CONSIDER EVERYTHING. MAKE SURE YOU MAKE THE MOST OUT OF EVERYDAY. LIKE WHAT I MENTIONED A WHILE AGO, IF YOU ARE PLANNING TO MAX OUT ALL SOCIAL LINKS IN ONE PLAYTHROUGH, YOU WILL UNDERGO A VERY RIGID AND TIGHT SCHEDULE - WHICH I THINK WILL TAKE THE FUN AWAY FROM THE GAME.

SINCE YOUR COMPENDIUM DATA, ATTRIBUTES AND OTHER GOODIES ARE CARRIED OVER ON YOUR SECOND PLAYTHROUGH, I SUGGEST JUST MAX OUT EVERYTHING YOU CAN IN YOUR FIRST RUN, CREATE THE ULTIMATE ARCANA FOR THOSE LINKS AND ON YOUR SECOND PLAYTHROUGH, JUST MAX OUT THE OTHER LINKS YOU WERE NOT ABLE TO MAX AT ALL.

TO BETTER UNDERSTAND ON HOW TO EFFICIENTLY MANAGE YOUR TIME EACH DAY, I WILL DIVIDE ALL THE SOCIAL LINKS CONTACTS INTO THREE GROUPS. FIRST ARE YOUR **SCHOOL** CONTACTS, **NON-SCHOOL** CONTACTS AND **STORY** LINKS.

SCHOOL CONTACTS ARE YOUR CLASSMATES AND SCHOOLMATES WHO CAN ONLY TALK/INVITE DURING NORMAL SCHOOL DAYS. THEY WILL BE AVAILABLE AFTER SCHOOL. NOTE THAT ALL OF THEM WILL BE UNAVAILABLE DURING PRE-EXAM WEEKS. (ONE WEEK BEFORE THE SEMESTRAL EXAMINATIONS)

THE FOLLOWING CHARACTERS ARE YOUR SCHOOL CONTACTS:

YUKARI TAKEBA	- (LOVERS)
FUUKA YAMAGISHI	- (PRIESTESS)
YUKO NISHIWAKE	- (STRENGTH)
MITSURU KIRIJO	- (EMPRESS)
CHIIRO FUSHIMI	- (JUSTICE)
KAZUSHI MIYAMOTO	- (CHARIOT)
NOZOMI SUEMITSU	- (MOON)
BEBE	- (TEMPERANCE)
KENJI TOMOCHIKA	- (MAGICIAN)
HITEDOSHI ODAGIRI	- (EMPEROR)



KEISUKE HIRAGA - (FORTUNE)
AIGIS - (AEON)

NON-SCHOOL CONTACTS ARE SELF-EXPLANATORY. THESE ARE THOSE PEOPLE WHOM YOU CAN VISIT DURING PRE-EXAM WEEKS, HOLIDAYS AND SUNDAYS. THE FOLLOWING ARE YOUR NON-SCHOOL CONTACTS.

MAYA - (HERMIT)
BUNCHIKI AND MITSUKO - (HIEROPHANT)
PRESIDENT TANAKA - (DEVIL)
MAIKO - (HANGED MAN)
MAMORU HAYASE - (STAR)
AKINARI KAMIKI - (SUN)

STORY RELATED LINKS SUCH AS FOOL, DEATH AND JUDGEMENT WILL AUTOMATICALLY INCREASE DURING CERTAIN STORY ELEMENTS. EACH OF THEM FOLLOWS A SCHEDULE DURING A NORMAL WEEK. NON-SCHOOL CONTACTS SHOULD BE VISITED DURING HOLIDAYS OR PRE-EXAM WEEKS. AS YOU MAY HAVE NOTICED, THERE ARE A LOT OF SCHOOL CONTACTS BUT WITH VERY LITTLE TIME DUE TO EVENTS AND SUCH, YOU REALLY NEED TO SQUEEZE YOUR TIME IN AND USE IT WISELY. SOMETIMES, SOME NPCs WOULDN'T BE ON THEIR DESIGNATED PLACES DUE TO SOME STORY-RESTRICTED EVENTS. THIS IS TRUE FOR YOUR DORM MATES.

CONTACTS SCHEDULES:

MONDAY

KAZ
YUKARI
FUUKA
HIDETOSHI
AIGIS

TUESDAY

KENJI
BEBE
KAZ
CHIHRO
KEISUKE
MITSURU

WEDNESDAY

YUKO
KEISUKE
BEBE
YUKARI
HIDETOSHI
AIGIS

THURSDAY

YUKARI
KAZ
KEIJI
KEISUKE
CHIHRO
MITSURU

FRIDAY

KENJI
KAZ
BEBE
FUUKA
HIDETOSHI
AIGIS

SATURDAY

YUKARI
YUKO
CHIHRO
MITSURU
FUUKA
AIGIS

NOZOMI- EVERYDAY EXCEPT HOLIDAYS, SUNDAYS (PRESENT EVEN DURING PRE-EXAM WEEK)

MAMORU - EVERYDAY (AFTER RANK 9: SCHOOL DAYS ONLY)

BUNCHIKI AND MITSUKO- EVERYDAY EXCEPT SUNDAYS

PRESIDENT TANAKA - TUESDAY AND SATURDAY NIGHTS

MAIKO - EVERYDAY EXCEPT SUNDAYS

AKINARI - SUNDAYS ONLY

MAYA - HOLIDAYS, SUNDAYS

MUTATSU - THURSDAYS, FRIDAYS, SATURDAYS AND SUNDAYS (NIGHT ONLY)

ALSO OCCASIONALLY, IF YOU DIDN'T GO TO TARTARUS, YOU MAY RECEIVE A PHONE CALL FROM ONE OF YOUR FRIENDS TO INVITE YOU TO GO OUT ON SUNDAYS, HOLIDAYS OR DURING THE MOVIE FESTIVAL. THIS WON'T HAPPEN IF THERE ARE RESTRICTED EVENTS SCHEDULED TO HAPPEN ON SUNDAYS. ACCEPTING THIS OFFER WILL AUTOMATICALLY SPEND YOUR WHOLE DAY WITH THAT PERSON. THIS WILL PRESENT A CHANCE TO STRENGTHEN YOUR RELATIONSHIP WITH A FRIEND THOUGH YOU WILL STILL NEED TO GO OUT WITH THEM DURING THEIR REGULAR SCHEDULES TO INCREASE THE RANK OF THE SOCIAL LINK.



MANAGING YOUR TIME...

MAKING THE MOST OUT OF YOUR DAY IS REALLY IMPORTANT IF YOU ARE PLANNING TO MAX MOST OF THE SOCIAL LINKS. PLANNING AHEAD ON WHAT YOU WANT TO DO PLAY A GREAT ROLE IN INCREASING YOUR ATTRIBUTES TO UNLOCK MORE SOCIAL LINKS. DOING SIDE EVENTS CORRECTLY ALSO HELPS ON INCREASING YOUR ATTRIBUTES. TAKE NOTE THAT WHEN A FRIEND INVITES YOU DURING LUNCHTIME TO HANG OUT WITH HIM/HER AFTERSCHOOL, IT WILL BE AN INSTANT RANK UP FOR THE SOCIAL LINK.

ALSO, LECTURES ONLY HAPPEN ONCE A DAY. THAT MEANS THAT THE CHOICES TO DOZE OFF OR STAY AWAKE OR TO ANSWER QUESTIONS WILL ONLY HAPPEN ONCE PER DAY.

REFER TO THE EXAMPLE SCHEDULE BELOW:

L - FRIEND MAY INVITE YOU.
A - LECTURE, GIVE CORRECT ANSWER (+CHARM); MAY HAPPEN IN THE MORNING
AS - GO OUT WITH FRIEND. (RANK UP), ESCORT ELIZABETH (DEPENDS ON HER REQUEST)
E - SAVE, GO OUT TO THE MALL. AT NIGHT YOU CAN EITHER GO TO THE CAFÉ TO INCREASE YOUR CHARM, TO THE KARAOKE BAR³ TO INCREASE YOUR COURAGE, PLAY SOME GAMES AND INCREASE TOWER OR DEVIL ARCANAS
LN - STUDY BEFORE GOING TO SLEEP.

OR, WHEN YOU'RE TIRED, YOU CAN DO THE FOLLOWING.

AS - VISIT NURSE'S OFFICE, AGREE TO DRINK CONCOCTION⁴. (+COURAGE) - RETURN TO SCHOOL; GO OUT WITH ANY OF YOUR FRIENDS TO INCREASE LEVEL.
E - VISIT PAULOWNIA MALL AND ENTER CAFÉ OR KARAOKE.
LN - SLEEP EARLY⁵.

ONCE YOU UNLOCK MUTATSU (STRANGE MONK) AND PRESIDENT TANAKA SOCIAL LINKS, YOU CAN ADD THEM TO YOUR EVENING SCHEDULES. TO MAKE THE MOST OUT OF YOUR LIMITED TIME, STICK TO ONE RULE:

GO OUT WITH SCHOOL CONTACTS DURING NORMAL SCHOOL DAYS AND GO OUT ONLY WITH NON-SCHOOL CONTACTS DURING SUNDAYS OR HOLIDAYS. (UNLESS INVITED BY SCHOOL CONTACTS)

BELIEVE ME, THERE ARE MORE THAN ENOUGH HOLIDAYS AND SUNDAYS COMPARED TO THE NORMAL SCHOOL DAYS SO YOU DON'T NEED TO VISIT A NON-SCHOOL CONTACT WHEN YOU SHOULD BE GOING OUT WITH A FRIEND FROM SCHOOL.

ESTABLISHING SOCIAL LINKS⁶

NOTE: FOR THE COMPLETE FUSION COMBINATIONS CHECK OUT THE COMPLETE P3FES PERSONA DATABASE. ([HTTP://PHORTE.PH.OHOST.DE/HOME/JAVA/PERSONANALYZERF3ES/PERSONA.HTML](http://phorte.ph.ohost.de/home/java/personanalyzerf3es/persona.html)) BY DERIC1431.

Fool - SEES

A team of young persona users with their own dark histories...



REQUISITES: AUTOMATIC
SPECIAL ITEM: NONE
ULTIMATE PERSONA: SUSANO-O

BRIEF STORY: BASICALLY SINCE THIS LINK ONLY INCREASES DURING CERTAIN STORY EVENTS, THE STORY IS TAGGED ALONG THE MAIN PLOT.

³ Karaoke Bar (Mandragora) is available from Mondays to Thursdays only.

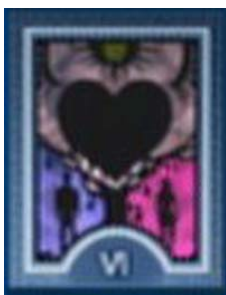
⁴ After visiting the nurse, try relieving yourself in the bathroom to have a chance to improve your condition.

⁵ Don't bother studying when you're tired or sick. It will just be a waste of time.



Lovers - Yukari Takeba

Persona-user, junior. Popular and Bright.



REQUISITES:

MAX (LV6) CHARM LEVEL, TALK TO HER AFTER YAKUSHIMA ISLAND EVENT

SPECIAL ITEM:

YUKARI'S STRAP

ULTIMATE PERSONA:

CYBELE

BRIEF STORY: YUKARI JOINED SEES IN ORDER TO DISCOVER SOMETHING OUT OF HER FATHER'S DEATH. SHE TELLS MORE ABOUT HER LIFE, AND HOW HER MOTHER IS LIVING AT THE PRESENT. SHE CAN RELATE TO THE MAIN CHARACTER SINCE THEY HAVE LOST THEIR PARENTS. SHE FOUND NEW MEANING IN LIFE AND HOW TO GO ON DURING HER RELATIONSHIP WITH THE MAIN CHARACTER.



Magician - Kenji Tomochika (Classmate)

Classmate who likes older women



REQUISITES:

AUTOMATIC. VERY FIRST SCHOOL FRIEND.

SPECIAL ITEM:

HANDSOME CHOKER

ULTIMATE PERSONA:

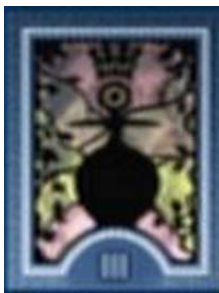
SURT

BRIEF STORY: KENJI WAS THE VERY FIRST SCHOOL FRIEND THE MAIN CHARACTER MET. HE ALWAYS TALKED ABOUT THIS TEACHER IN THE SCHOOL THAT HE HAS HIS EYE ON. AS THINGS STARTED SEEM TO GO SMOOTHLY, THE TEACHER HE WAS IN LOVE WITH DECIDED TO TRANSFER. HIS HEART WAS SHATTERED COMPLETELY WHEN HE LEARNS FIRSTHAND THAT THE TEACHER IS GOING TO BE MARRIED.



Empress - Mitsuru Kirijo

Persona-user, Senior; Executive's daughter



REQUISITES:

ACADEMICS SHOULD BE MAX (LV6);
TALK TO HER AFTER THE SCHOOL
TRIP TO KYOTO EVENT.
MOTORCYCLE KEY
ALILAT

SPECIAL ITEM: ULTIMATE PERSONA:

BRIEF STORY: AFTER THE DEATH OF HER FATHER, SHE REALIZED THE GREAT RESPONSIBILITY TASKED UPON HER SHOULDERS. ONE OF THE HARSH REALITIES IS THAT SHE NEEDS TO MARRY SOMEONE SHE DOESN'T LOVE OR KNOW JUST FOR THE SAKE OF THE COMPANY'S STABILIZATION. AFTER GOING OUT WITH THE MAIN CHARACTER AND EVENTUALLY FALLING FOR HIM, SHE DISCOVERED WHAT SHE NEEDS TO DO AND WANTED TO DO THINGS BY FOLLOWING HER OWN WILL AND NOT JUST FEEL THE BURDEN OF HER NAME OR HER POSITION.



Chariot-Kazushi Miyamoto (Athletic team)

Strong-willed and dedicated athlete



REQUISITES:

JOIN ANY OF THE ATHLETIC TEAMS (KENDO, SWIM AND TRACK&FIELD); RECRUITMENT STARTS ON 4/23.

SPECIAL ITEM: SPORTS TAPE ULTIMATE PERSONA:

BRIEF STORY: KAZ IS A VERY COMPETITIVE ATHLETE. HE IS DEDICATED TO HIS TEAM AND TRAINING. AFTER THE MAIN CHARACTER JOINS THE TEAM AND BEFRIENDS HIM, HE FOUND A FRIENDLY RIVAL. ONE DAY, HE ACCIDENTALLY TWISTED HIS LEG, INJURING IT. THE MAIN CHARACTER HAS AGREED TO KEEP HIS SECRET SO THAT HE CAN CONTINUE TRAINING. APPARENTLY, HE WAS DOING IT TO KEEP HIS PROMISE FOR THIS YOUNG NEPHEW THAT HAD AN ACCIDENT. LATER ON, HE EVENTUALLY DECIDED TO RESIGN FROM TRAINING UNTIL HE COMPLETELY RECOVERS.



Hierophant -Mitsuko and Bunkichi (Old Couple)

Friendly bookstore owner, easy going.



REQUISITES:

- + OVERHEAR CONVERSATION ABOUT THE OPENING OF A BOOKSTORE ON 4/25.
- + VISIT THE BOOKSTORE, TALK TO THE OLD COUPLE. LEARN ABOUT THE PERSIMMON TREE IN THE SCHOOL YARD.
- + RETURN TO SCHOOL, EXAMINE THE PERSIMMON TREE TO OBTAIN THE PERSIMMON LEAF.
- + GO BACK TO THE OLD COUPLE, GIVE THEM THE PERSIMMON LEAF.

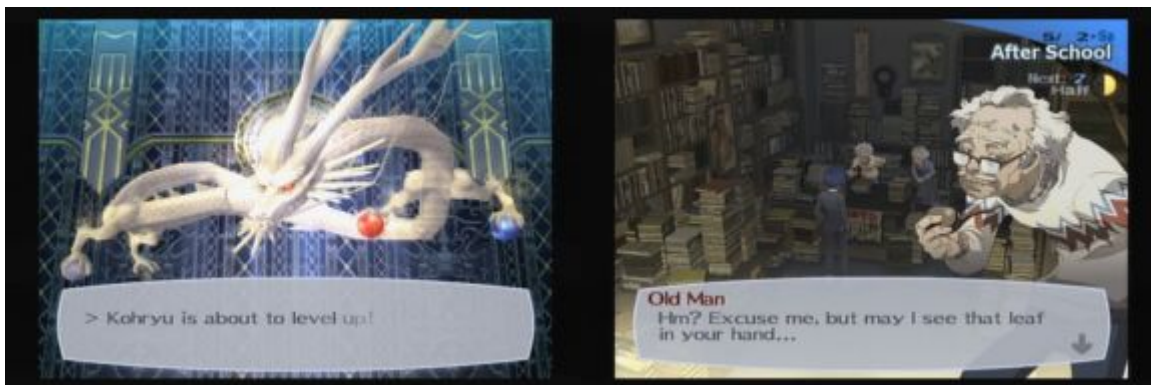
SPECIAL ITEM:

PERSIMMON FRUIT

ULTIMATE PERSONA:

KOHRYU

BRIEF STORY: THIS OLD COUPLE RUNS THE USED BOOKS BOOKSTORE IN IWATODAI. THEY HAVE LOST THEIR ONLY SON IN AN ACCIDENT AND WERE A TEACHER IN GEKKOUKAN HIGH BEFORE. THE PERSIMMON TREE GROWING IN THE OPEN LOT INSIDE THE SCHOOL MEANT SO MUCH FOR THEM SINCE IT WAS THEIR SON THAT PLANTED IT THERE. THE TREE HAD TO BE CUT DOWN HOWEVER, TO MAKE WAY FOR A NEW SCHOOL BUILDING EXPANSION. AFTER GETTING MANY SIGNATURES TO PETITION FOR THE TREE NOT TO BE CUT DOWN, THE OLD COUPLE DECIDED TO DO IT OTHERWISE SINCE THEY "DON'T WANT TO DEPRIVE THE NEXT STUDENTS OF NEW LEARNING OPPORTUNITIES". THE MAIN CHARACTER HELPED THEM REALIZE THIS.



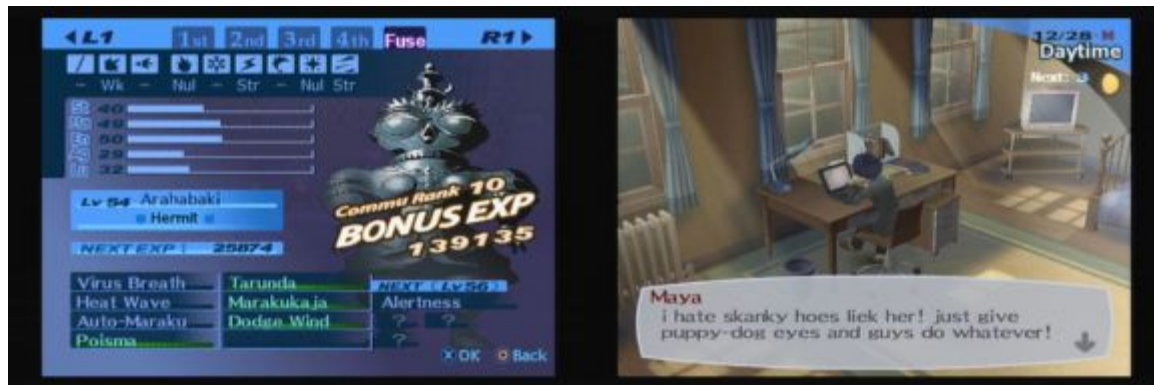
Hermit -Maya (Online Game)

Online gamer who likes chatting



REQUISITES: RECEIVE THE GAME "INNOCENT SIN" FROM JUNPEI ON THE EVENING OF 4/28
SPECIAL ITEM: SCREENSHOT DATA
ULTIMATE PERSONA: ARAHABAKI

BRIEF STORY: MAYA IS AN ONLINE FRIEND THAT LOVES TO CHAT AND HANG OUT WITH THE MAIN CHARACTER ONLINE. SHE OFTEN TALKS ABOUT HER STRESSFUL JOB AS A TEACHER AND OPENLY SHARES HER TROUBLES AND ALL IN HER DAY'S WORK. WHEN THE ADMINS OF THE GAME DECIDED TO HAVE IT CLOSED, MAYA LEFT AN EVERLASTING MEMORY OF HER RELATIONSHIP WITH SOMEBODY SHE DIDN'T EVEN MET.



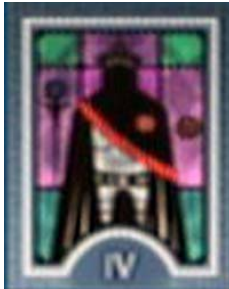
SIDE STORY:

IN THE SOCIAL RANK WITH MAYA, THE ONLINE GAME, IF YOU PAY REALLY CLOSE ATTENTION TO THE CONVERSATIONS SHE HAS WITH YOU AT AROUND LVL. 7-8. YOU CAN TELL WHO SHE IS. MAYA GIVES AWAY A FEW FACTS THAT TELL YOU EXACTLY WHO SHE IS. FIRST, SHE'S A TEACHER. SECOND, SHE HAS A SUPERIOR CALLED MR. E. THIRD, SHE, THIS IS THE KICKER TO TELL YOU WHO SHE IS, SAYS SHE HAS FALLEN IN LOVE WITH A STUDENT OF HERS AND THAT HIS PARENTS DIED TEN YEARS AGO AND IN THE LAST COUPLE OF LINES YOU READ SHE SAYS "(CHARACTERNAME)-KUN WILL FALL IN LOVE WITH ME BEFORE THE WEEKENDS OVER". ALSO SHE TELLS YOU SHE TEACHES COMPOSITION. IF YOU PIECE ALL OF THIS TOGETHER YOU GET THAT HER SUPERIOR IS MR. EKODA YOUR HISTORY TEACHER AND THAT MAYA IS TA DAH DA-DAAA MS. TORIUMI. THIS IS ACTUALLY OBVIOUS DURING THE FINAL BATTLE WITH NYX WHEN ALL YOUR SOCIAL LINKS GIVE YOU THE POWER. MAYA'S SILHOUETTE BELONGS TO A PRETTY FAMILIAR FIGURE...



Emperor-Hidetoshi Odagiri (Student Council)

Disciplinary Committee rep. Very serious



REQUISITES:

GET MITSURU'S INVITATION TO BE PART OF THE STUDENT COUNCIL ON 4/27

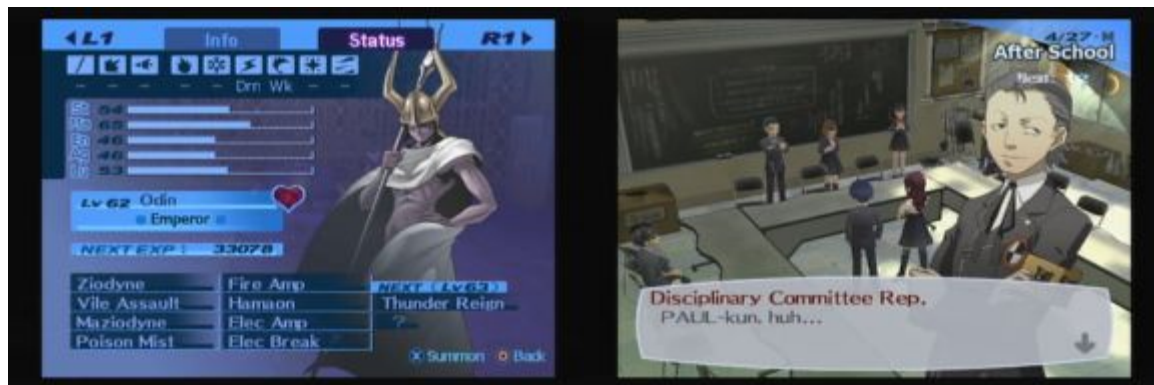
SPECIAL ITEM:

CHEAP LIGHTER

ULTIMATE PERSONA:

ODIN

BRIEF STORY: HIDETOSHI IS A SERIOUS DISCIPLINARY REP OF THE STUDENT COUNCIL HOWEVER, HE PUSHES HIS IDEALS WITHOUT LISTENING TO THE OPINION OF OTHERS. DURING HIS FRIENDSHIP WITH THE MAIN CHARACTER, HE LEARNED TO TRUST OTHERS TO GAIN THEIR TRUST AND RESPECT IN RETURN.



Justice -Chihiro Fushimi (Treasurer)

Shy student council treasurer



REQUISITES:

MUST BE A MEMBER OF THE STUDENT COUNCIL FIRST. TALK TO HER AT LEAST TWICE THEN ASK HER OUT.

SPECIAL ITEM:

MANGA

ULTIMATE PERSONA:

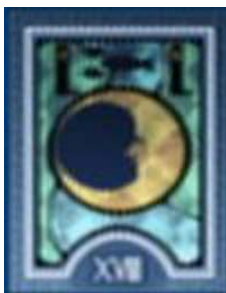
MELCHIZEDEK

BRIEF STORY: CHIHIRO MAY LOOK LIKE A GIRL THAT IS AFRAID OF MALES. AS THE MAIN CHARACTER GETS TO KNOW HER, SHE SLOWLY OVERCOMES HER PHOBIA AGAINST GUYS. SHE WILL BE LATER ON ACCUSED OF STEALING THE STUDENT COUNCIL FUND ENTRUSTED TO HER. HER BOYFRIEND (THE MAIN CHARACTER) HELPED HER PROVE HER INNOCENCE. MITSURU, THE STUDENT COUNCIL PRESIDENT CALLED FOR THEM AND EVEN OFFERED TO TALK TO THE GUY IN HER ROOM BUT CHIHIRO BURSTED OUT IN OPPOSITION AND CONFRONTED THE TEACHER THAT SHE HANDED THE MONEY TOO. APPARENTLY, THE FORGETFUL OLD FART HAS USED THE MONEY BUT FORGOT TO REPLACE IT. IT CLEARED HER NAME AND SHE HAD CHANGED A LOT FROM A TIMID, SHY GIRL TO A CARING, COURAGEOUS GIRLFRIEND.



Moon -Nozomi Suemitsu (Gourmet King)

Gourmet King, very choosy about food



REQUISITES:

+ LEVEL 3 LINK WITH MAGICIAN (KENJI). TALK TO KENJI AND HE SHOULD MENTION ABOUT THE GOURMET KING HANGING AROUND PAULOWNIA MALL.

+ CHARM MUST BE AT LEVEL 2 (UNPOLISHED)

+ ANSWER HIS SHORT QUIZ QUESTIONS:

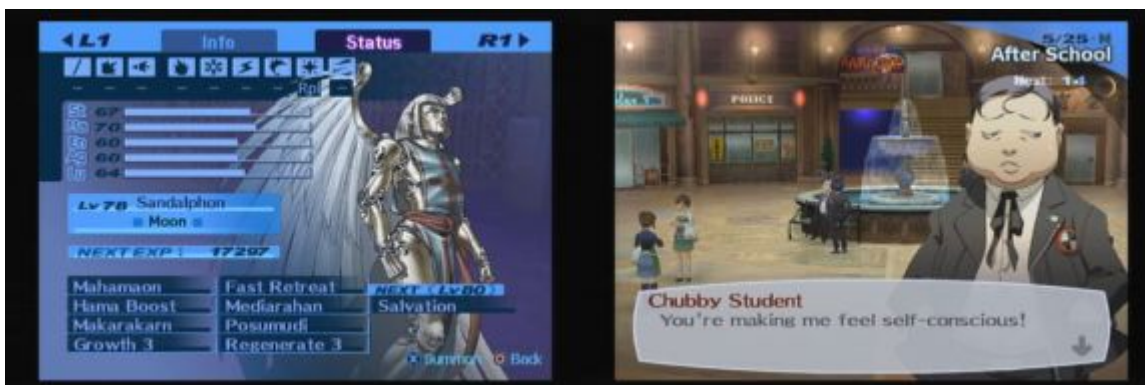
1. CHAGALL CAFÉ'S SPECIALTY? - PHEREMONE COFFEE
2. COLOR OF THE WILD-DUCK BURGER MASCOT - GREEN
3. HAGAKURE SECRET DISH - HAGAKURE BOWL

+ BRING HIM AN ODD MORSEL FOUND IN TARTARUS

SPECIAL ITEM: GOURMET LICENSE

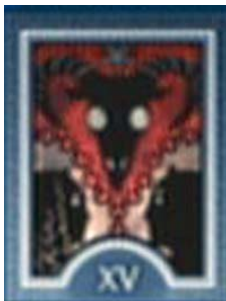
ULTIMATE PERSONA: SANDALPHON

BRIEF STORY: AN "EXPERT" WHEN COMES TO FOOD, NOZOMI TENDS TO EAT HIS HEART OUT WHENEVER HE FEELS LIKE IT. NOZOMI IS ALSO INSECURED ABOUT HIS LATE BROTHER WHICH IS CLEARLY HIS OPPOSITE. HE HAS THIS "CULTIST" BELIEF ABOUT SOME PARADISE OR SOMETHING AND SOMEHOW HE SCAMS PEOPLE MONEY FOR SUCH NONSENSE. AFTER AN ARGUMENT WITH AND ENDED BEING SAVED BY THE MAIN CHARACTER, HE REALIZED HIS WRONG AND WHAT HE CAN DO TO AMEND FOR IT.



Devil -President Tanaka (Businessman)

TV Personality who loves making money.



REQUISITES:

+ LEVEL 4 S.LINK WITH MAYA. (ONLINE GAMER)

+ LV4 CHARM (SMOOTH)

+ 40,000 YEN (TO BE GIVEN ON 3 SEPARATE DAYS)

SPECIAL ITEM:

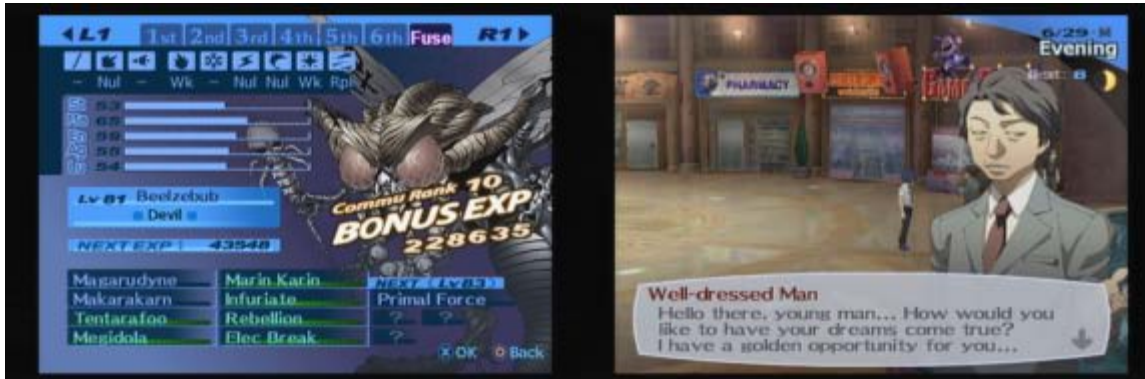
ULTIMATE PERSONA:

THANK YOU LETTER

BEELZEBUB

BRIEF STORY:

TANAKA IS A TV ENTREPRENEUR THAT RUNS THE HOME SHOPPING TV THAT AIRS DURING SUNDAYS. UPON MEETING THE GUY AND SEEING THAT THE MAIN CHARACTER HAS "POTENTIAL" HE ADVISED HIM TO "INVEST" SOME YEN FOR HIS BUSINESS. EVENTUALLY, THE MAIN CHARACTER GAINED HIS ACQUAINTANCE AND TANAKA STARTED GIVING HIM BUSINESS TIPS AND ADVICE EVERY TIME THEY MET. LATER ON, TANAKA DECIDED TO DONATE SOME OF HIS MONEY TO LESS FORTUNATE CHILDREN AND BID FAREWELL TO THE MAIN CHARACTER.



Hanged Man - Maiko (Girl at the Shrine)

Smart and Energetic 2nd Grader



REQUISITES:

- + OVERHEAR CONVERSATION ABOUT THE GIRL AT THE SHRINE ON 5/6
- + TALK TO THE GIRL IN NAGASAKI SHRINE.
- + GIVE HER WEIRD TAKOYAKI (BUY FROM OCTOPIA, IN IWATODAI)
- + GIVE HER MAD BULL (VENDING MACHINE INSIDE THE DORM)
- + TALK TO HER AGAIN THE NEXT DAY

SPECIAL ITEM:

BEAD RING

ULTIMATE PERSONA:

ATTIS

BRIEF STORY: MAIKO HANGS OUT IN THE SHRINE EVERYDAY EXCEPT SUNDAYS. SHE MET AND BEFRIENDED THE MAIN CHARACTER. SHE TOLD HIM ABOUT HER FAMILY PROBLEMS; THAT HER PARENTS ARE DIVORCING. SHE DECIDED TO RUN AWAY SO HER PARENTS WOULD LOOK FOR HER. HER HYSTERICAL PARENTS DID LOOK FOR HER AND WITH THE HELP OF THE MAIN CHARACTER, THEY FOUND HER. HER PARENTS STILL GOT DIVORCED AND SHE WOULD NEED TO MOVE WITH HER MOTHER. BEFORE SAYING GOODBYE, SHE PROPOSED TO THE MAIN CHARACTER AND WANTED TO MARRY HIM WHEN SHE GROWS UP.



Temperance - Bebe (Transfer Student)

French exchange student that loves Japan



REQUISITES:

- +LV3 OLD COUPLE SOCIAL LINK
- + VISIT HOME ECONOMICS ROOM IN THE SCHOOL
- + LV2 ACADEMICS

SPECIAL ITEM:

ULTIMATE PERSONA:

MONEY POUCH

YURLUNGUR

BRIEF STORY: BEBE TRANSFERRED IN GEKKOUKAN AND WAS THE ONLY MEMBER OF THE FASHION CLUB. THE MAIN CHARACTER JOINS IN (FOR THE SAKE OF COMPLETING SOCIAL LINKS) AND BEFRIENDS HIM. LATER ON, HER AUNT DIES AND HIS UNCLE WANTED TO SEND HIM BACK TO FRANCE. THE MAIN CHARACTER HELPS HIM CREATE A KIMONO TO SOMEHOW CONVINCE BEBE'S UNCLE TO LET HIM STAY. EITHER WAY, BEBE STILL LEAVES BUT PROMISED TO COME BACK AS SOON AS HE CONVINCES HIS UNCLE.



Strength - Yuko Nishiwaki (Team Manager)

Easy going but caring team manager



REQUISITES:

- + LV3 CHARIOT SOCIAL LINK
- + ASK HER TO WALK HOME WITH YOU AFTER TRAINING

SPECIAL ITEM:

ULTIMATE PERSONA:

KIDS' LETTER

SIEGFRIED

BRIEF STORY: YUKO IS A VERY CARING TEAM MANAGER AND CLASSMATE. ONE DAY, SHE COACHED A GROUP OF 4TH GRADERS AND HELPED THEM WIN AGAINST SOME 6TH GRADERS BULLYING THEM, WITH THE HELP OF THE MAIN CHARACTER. LATER ON, SHE FELL FOR HIM AND STARTED TALKING ABOUT BEING A GOOD MOTHER AND THE MAIN CHARACTER AS A REALLY GOOD, CARING FATHER. SHE DECIDED TO BE AN INSTRUCTOR AND WAS STUDYING HARD EVER SINCE.



Death -Pharos (Mysterious Boy)

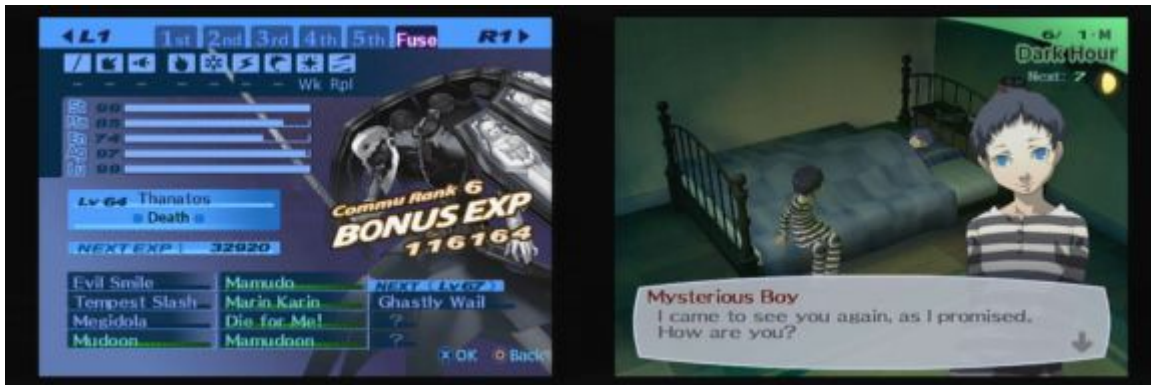
Mysterious, prophetic boy from your dreams



REQUISITES: AUTOMATIC
SPECIAL ITEM: NONE
ULTIMATE PERSONA: THANATOS

BRIEF STORY:

PHAROS IS THE VERY FIRST ONE TO GREET THE MAIN CHARACTER ON HIS WAY TO THE DORM. HE APPEARS OCCASIONALLY, MOSTLY ONE WEEK BEFORE THE FULL MOON TO WARN THE MAIN CHARACTER. HE APPEARS TO BE FRIEND BUT LATER DISAPPEARS JUST BEFORE WINTER.



Tower -Mutatsu (Unusual Monk)

Long-winged monk who looks like a gangster



REQUISITES:

- + LV5 TEAM MANAGER SOCIAL LINK
- + VISIT CLUB ESCAPE AT NIGHT. TALK TO HIM AND LEARN THAT YOU NEED TO BRING HIM BOOZE TO GET HIS ATTENTION.
- + TALK TO THE BARTENDER DOWNSTAIRS. HE WILL ASK FOR YOUR HELP TO GET THE ORDERS OF THE CUSTOMERS AND DELIVER THE DRINKS TO THEM.

DANCING GIRL - SCREWDRIVER
 DANCING GUY - OOLONG TEA
 SITTING GIRL AT THE BACK - BLOODY MARY
 GIRL IN FRONT OF THE TABLE - MARGARITA
 + TALK TO BARTENDER AGAIN.

SPECIAL ITEM:
ULTIMATE PERSONA:

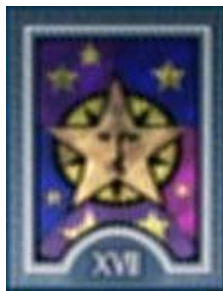
RESERVE TAG
CHI YOU

BRIEF STORY: MUTATSU IS AN OLD MONK THAT YOU SHOULDN'T SEE IN CLUBS AND BARS. APPARENTLY, HE IS JUST RELEASING HIS STRESS FROM HIS VERY TROUBLESOME LIFE. HIS FAMILY LEFT HIM AND HE IS LIVING ALONE AS A MONK. THE MAIN CHARACTER REMINDED HIM OF HIS SON AND SOON GAINED COURAGE TO FIND HIS FAMILY AND RETURN TO THEM. HE DECIDES TO GO AFTER THEM, APOLOGIZE AND ATTEMPT TO REUNITE THE FAMILY AGAIN...



Star - Mamoru Hayase (Rival Athlete)

Star athlete who is undefeated



REQUISITES:

- + JOIN THE TOURNAMENT ON 8/2 (AUTOMATIC). MAMORU WILL INVITE YOU TO HANG OUT WITH HIM.
- + THE NEXT DAY, TALK TO HIM IN IWATODAI STRIP MALL, SITTING ON THE BENCH
- + COURAGE LEVEL MUST BE AT LEAST LV4 OR TOUGH

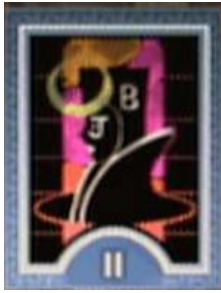
SPECIAL ITEM: CAR KEY
ULTIMATE PERSONA: HELEL

BRIEF STORY: MAMORU IS AN UNDEFEATED ATHLETE FROM A RIVAL SCHOOL. HE BEFRIENDS THE MAIN CHARACTER AFTER MEETING DURING AN INTER-SCHOOL TOURNAMENT. HE LATER REVEALS THAT HE BELONGS TO POOR FAMILY AND HIS FATHER HAS DIED DUE TO AN ACCIDENT HE DECIDED TO WORK FAR FROM FAMILY TO EARN MONEY AND SUPPORT THEM.



Priestess -Fuuka Yamagishi

Persona-user, junior; Quiet but kind



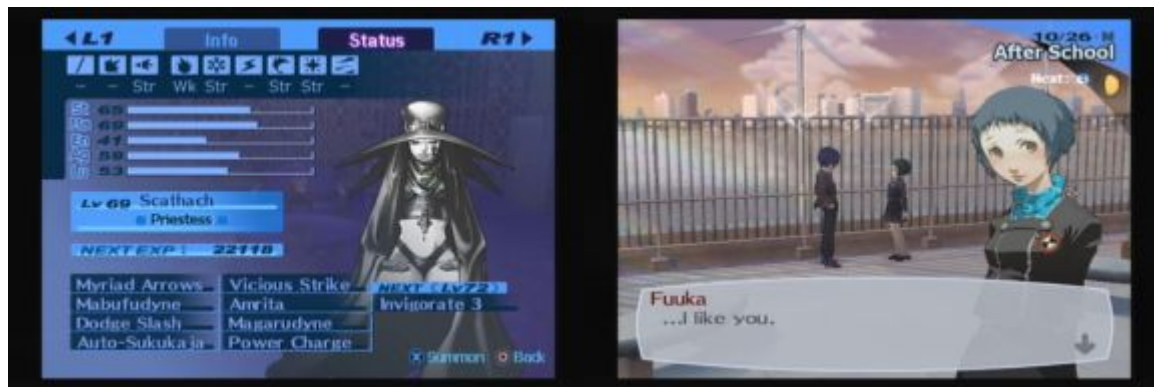
REQUISITES:

- + MAX COURAGE (LV 6 OR BADASS)
- + FIND HER BEFORE THE STAIRS, JUST PAST HER HOMEROOM. TALK TO HER AND AGREE TO TRY HER COOKING

SPECIAL ITEM: HEADPHONES

ULTIMATE PERSONA: SCATHATCH

BRIEF STORY: FUUKA HAS A SHY AND TIMID PERSONALITY, WHICH MAKES HER A TARGET FOR TEASING. HER CLASSMATES, SPECIFICALLY NATSUKI MORIYAMA AND HER PEERS. THE TEAM DECIDES TO RESCUE HER AFTER SHE'S GONE MISSING AND THE GIRLS RESPONSIBLE FOR MAKING FUN OF HER STARTS TO EXPERIENCE WEIRD THINGS. SHE BECAME SEES' PRIMARY SUPPORT DURING THEIR OPERATIONS. SHE SLOWLY DEVELOPED CONFIDENCE TO HERSELF AS HER RELATIONSHIP WITH THE MAIN CHARACTER BLOSSOMED.



Fortune -Keisuke Hiraga (Cultural Club)

Sympathetic senior in the 'Cultural' Club



REQUISITES:

- + JOIN ANY OF THE CLUBS (ART, PHOTOGRAPHY AND MUSIC) ON 6/17

SPECIAL ITEM: AWARD LETTER

ULTIMATE PERSONA: NORN

BRIEF STORY: KEISUKE IS A SON OF A DOCTOR THOUGH HE DIDN'T WANT TO BECOME ONE. HIS FATHER WANTED HIM TO QUIT FROM BEING A MEMBER OF A CLUB. AFTER GETTING THE ATTENTION OF THE JUDGES IN A RECENT CONTEST, HE WAS GIVEN THE CHANCE TO STUDY ABROAD TO FULFILL HIS DREAMS. HE LATER DECIDED TO STAY AND BECOME A DOCTOR INSTEAD.



Sun - Akinari Kamiki (Dying Young Man)

Chronically Ill young man who looks sickly



REQUISITES:

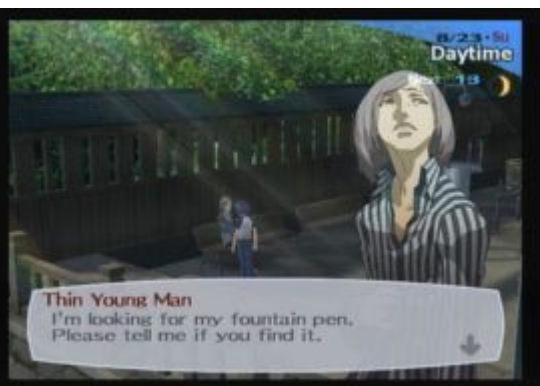
- +LV 4 SOCIAL LINK WITH MAIKO
- + TALK TO HIM ON SUNDAY AND HE WILL INFORM YOU THAT HIS VALUED FOUNTAIN PEN IS TAKEN BY A CREATURE WITH "WHITE FUR AND RED EYES".
- + ONCE YOU RETURN TO THE DORM, TALK TO KORO. OBTAIN THE RED FOUNTAIN PEN FROM HIM
- + GO BACK TO THE SHRINE ON THE NEXT SUNDAY AND TALK TO AKINARI TO ESTABLISH THE SOCIAL LINK

SPECIAL ITEM:

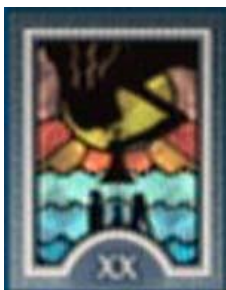
ULTIMATE PERSONA:

WORN NOTEBOOK
ASURA

BRIEF STORY: AKINARI IS ILL AND HE IS TAKING MEDICATIONS JUST TO KEEP HIM ALIVE. HE HAS LOST HOPE TO LIVE. AFTER BEFRIENDING THE MAIN CHARACTER, HE LEARNED TO FACE WHAT IS COMING AND DECIDED TO LIVE HIS LIFE WITH CONTENT.



Judgement-Nyx Annihilation Team



REQUISITES:

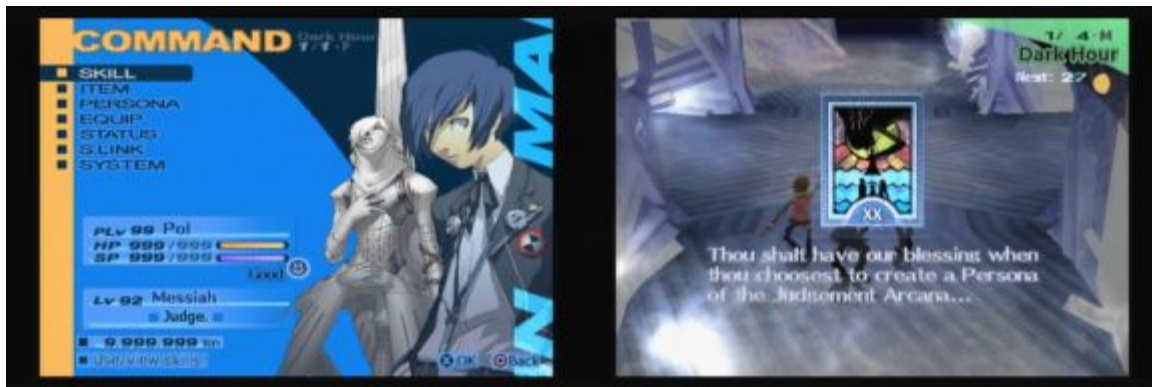
AUTOMATIC

SPECIAL ITEM: NONE

ULTIMATE PERSONA: MESSIAH

BRIEF STORY:

AFTER LEARNING THAT THE WORLD IS GOING TO AN END AND IT SEEMED TO BE INEVITABLE, ALL SEES MEMBERS HAVE DECIDED TO FIGHT THEIR FATE. DRIVEN BY THIS NEW RESOLVE, THEY STOOD AGAINST DESTINY.



Aeon-Aigis

An anti-shadow weapon that developed strong, human emotions



REQUISITES:

IN JANUARY, AFTER HER PERSONA AWAKENS AND AFTER SHE CAME BACK FROM THE LAB
 CHARRED SCREW
 METATRON

SPECIAL ITEM: ULTIMATE PERSONA:

BRIEF STORY: AIGIS STARTED AS AN INTELLIGENT AND HIGHLY ADVANCED ROBOT. SHE STARTED TO HAVE HUMAN EMOTIONS AFTER HER SECOND ENCOUNTER WITH DEATH, WHO WAS AT THAT TIME THE TEAM'S FRIEND, RYOJI. SHE HAVE GIVEN HERSELF A REASON TO LIVE AND THAT IS TO PROTECT THE CHARACTER, NO MATTER WHAT THE COST.



AFTER YOU MAXED OUT ALL AVAILABLE SOCIAL LINKS, IGOR WILL REWARD YOU WITH A **CIPHER MASK**. YOU CAN NOW USE THIS TO FUSE THE POWERFUL VERSION OF ORPHEUS - MEET ORPHEUS TELOS.





FUSION SPELLS

FUSION SPELLS CAN BE UNLOCKED BY HAVING THE TWO PERSONAS NEEDED FOR A PARTICULAR FUSION SPELL IN YOUR PARTY. ONCE YOU EQUIPPED ONE OF THEM, THE SPELL WILL BE AVAILABLE.



FUSION SPELL	PERSONAS NEEDED	EFFECT
ARDHANARI	SHIVA + PARVATI	DEALS MASSIVE FIRE DAMAGE TO ALL FOES
ARMAGEDDON	HELEL + SATAN	DEALS ULTIMATE DAMAGE TO ALL FOES
BEST FRIENDS	DECARABIA + FORNELUS	COMBINES ALL -KAJA SKILLS ON 1 ALLY.
CADENZA	OPHEUS + APSARAS	HEALS 50% HP AND AGILITY UP (PARTY)
DREAMFEST	INCUBUS + SUCCUBES	CHARMS ALL FOES (HIGH ODDS)
FROLIC	PIXIE + NARCISSUS	RESTORE'S PARTY'S HP BUT WITH SIDE EFFECTS
INFINITY	VISHNU + ANANTA	PARTY INVULNERABILITY FOR 1 TURN
JACK BROTHERS	PYRO JACK + JACK FROST	KNOCKS DOWN ALL FOES (MEDIUM ODDS)
JUSTICE	ANGEL + ARCHANGEL	HALVES ALL FOES' HP VIA LIGHT MAGIC
KING AND I	KING FROST + BLACK FROST	DEALS MEDIUM ICE DAMAGE/ FREEZES ALL FOES
LAST JUDGE	METATRON + MITHRA	DEALS SEVERE ALMIGHTY DAMAGE TO ALL FOES
RAKTAPAKSHA	GARUDA + GURR	KNOCKS DOWN ALL FOES/ + DEKAJA (MEDIUM ODDS)
SCARLET HAVOC	ARES + SIEGFRIED	DEALS HEAVY SLASH DAMAGE TO ALL FOES
SHADOW HOUND	SCATHACH + CU CHULAINN	DEALS HEAVY STRIKE DAMAGE TO ALL FOES
SUMMER DREAM	TITANIA + OBERON	RANDOM EFFECT
THUNDER CALL	THOR + TAKE-MIKAZUCHI	DEALS HEAVY ELEC DAMAGE/ SHOCKS ALL FOES
TRICKSTER	LOKI + SUSANO-O	INFLECTS RANDOM STATUS AILMENT TO ALL FOES
VALHALLA	ODIN + VALKYRIE	INVULNERABILITY FOR 1 ALLY BUT WITH SIDE EFFECTS



WEAPON FUSION

P3FES INTRODUCED A NEW FEATURE CALLED WEAPON FUSION. YOU CAN DO THIS IN THE ANTIQUE SHOP IN PAULOWNIA MALL. YOU WILL NEED RAW MATERIALS CALLED NIHIL. THEY ARE BASICALLY "BLANK" WEAPONS WHICH YOU CAN FUSE PERSONAS TO GIVE SPECIAL POWERS. NIHIL WEAPONS ARE NORMAL DROPS FROM GOLDEN/RARE SHADOWS - AS LONG AS YOU DON'T HAVE A "MEDAL" REQUEST (SEE THE REQUESTS SECTION) ACTIVE. THE SECOND REQUIREMENT IS A PERSONA. REMEMBER THAT IF YOU FUSED A PERSONA, YOU WILL LOSE IT FOREVER. ALSO, WEAPON FUSIONS MAY TAKE FROM 1 TO 2 DAYS TO COMPLETE.



THERE WILL BE TWO KINDS OF WEAPON FUSIONS; THE BASIC AND THE UNIQUE FUSIONS. AS YOU CAN SEE WITH THE SAMPLE IMAGE ABOVE, THE MATERIAL IS NIHIL LONGSWORD. THE UNIQUE FUSIONS IN THE LIST IS CHI YOU AND SURT. ONE NOTICEABLE CHANGE IS THAT THE RESULTING WEAPON FOR CHI YOU IS A BOW. FOR UNIQUE FUSIONS, IT DOESN'T MATTER WHAT MATERIAL YOU USE; AS LONG AS YOU HAVE THE REQUIRED PERSONA TO DO ONE, THE RESULTING WEAPON WILL ALWAYS BE THE SAME. BASIC FUSIONS IN THE OTHER HAND, WILL JUST TAKE THE SHAPE OF THE MATERIAL AND OF COURSE, WEAKER COMPARED TO UNIQUE WEAPONS. BASIC FUSED WEAPONS CAN ALSO BE "RECYCLED" ONCE YOU HAVE THE PERSONA YOU WANT FOR A UNIQUE FUSION. THIS WILL BE VERY HELPFUL IN CASE YOU NEED A GOOD WEAPON BUT DON'T HAVE THE PERSONA NECESSARY FOR FUSING YOUR "FINAL" WEAPON. THE MOST POWERFUL WEAPONS IN THE GAME CAN ONLY BE ACQUIRED BY WEAPON FUSION. ALL FINAL WEAPONS HAVE THE SAME STAT; 450ATK, 100% ACCURACY AND +10 TO ALL STATS. (EXCEPT FOR METATRONIUS WITH ONLY 94% ACC AND EVIL GLOVES 99%)



WEAPON	TYPE	REQUIRED PERSONA	STATS (ATK/ACC/EFF)
BALMUNG	2H SWORD	SIEGFRIED	310/93/ HP+100
CORPSE ROD	BLUDGEON	BEELZEBUB	450/100/ALL STATS+10
DEUS XIPIIOS	1H SWORD	MICHAEL	450/94/MAG + 10
EVIL GLOVES	GLOVES	MARA	450/99/ALL STATS+10
GAE BOLG	SPEAR	CU CHULAINN	260/85/WIND DMG INSTEAD OF PRC; WIND BOOST
GUNGNIR	SPEAR	ODIN	310/97/ELEC BOOST
LAEVATEINN	2H SWORD	SURT	340/83/ FIRE DMG INSTEAD OF SLS; FIRE BOOST
LUCIFER'S BLADE	1H SWORD	LUCIFER	450/100/ALL STATS+10
MASAKADO'S KATANA	2H SWORD	MASAKADO	450/100/ALL STATS+10
METATRONIUS	GUN	METATRON	450/94/ALL STATS+10
MJOLNIR	BLUDGEON	THOR	340/80/ELEC DMG INSTEAD OF SLS; ELEC BOOST
PINAKA	SPEAR	SHIVA	450/100/ALL STATS+10
QUINTESSENCE BOW	BOW	CHI YOU	450/100/ALL STATS+10
SABAZIOS	GLOVES	CYBELE	340/85/ICE DMG INSTEAD OF STK; ICE BOOST
SARNGA	BOW	VISHNU	400/90/WIND BOOST
VAJRA	DAGGER	ASURA	450/100/ALL STATS+10



ITEM BEARING

OCCASIONALLY WHEN FUSING PERSONAS, THEY WILL BE HOLDING AN ITEM WITHIN THEM. THIS IS SYMBOLIZED BY A RED HEART. TO GET THE ITEM, THAT PERSONA MUST REACH A CERTAIN LEVEL. ITEMS ACQUIRED THIS WAY CAN'T BE BOUGHT OR FOUND ANYWHERE ELSE; NOT TO MENTION THAT THEY HAVE UNIQUE EFFECTS THAT IS BENEFICIAL TO THE USER.



PERSONA	ITEM	EFFECT
LEGION	UNBREAKABLE CAGE	PANIC IMMUNITY
JACK FROST	FROST CAP	FREEZE IMMUNITY
PYRO JACK	INDIGO CAPE	ESCAPE MOST BATTLES
SURT	BLAZING FLAME	FIRE IMMUNITY
UNICORN	ALICORN	POISON IMMUNITY
GABRIEL	FROZEN STONE	ICE IMMUNITY
ALILAT	DIVINE PILLAR	STR VS PHYS, MAG; CAN'T EVADE
TAKE-MIKAZUCHI	LIGHTNING ARMLET	SHOCK/STUN IMMUNITY
ODIN	DRAUPNIR	INCREASES HEALING BY A LARGE AMOUNT
FLAUROS	STAUNCH ANKLETS	DISTRESS IMMUNITY
KOHRYU	KOHRYU'S SCALE	STRIKE IMMUNITY
NARCISSUS	NARCISSUS' FLOWER	CHARM IMMUNITY
THOR	LIGHTNING GLOVES	ELEC IMMUNITY
MELCHIZEDEK	RADIANT HALO	LIGHT IMMUNITY
FORTUNA	RING OF SERENITY	RAGE IMMUNITY
TITAN	SPIRIT BRACERS	ENDURE
TAKE-MINAKATA	LIGHTNING ARMLET	SHOCK/STUN IMMUNITY

THANATOS	RING OF DARKNESS	DARK IMMUNITY
ABADDON	TOME OF THE VOID	PREVENTS STATUS EFFECTS
SEITEN TAISEI	MYSTIC ROCK	PIERCE IMMUNITY
MASAKADO	MASAKADO'S HAIR	CHANCE TO EVADE PHYSICAL ATTACKS
SHIVA	RUDRA RING	INCREASED PHYS DMG
CHI YOU	BARBARIC BRACERS	CHANCE TO EVADE PHYSICAL ATTACKS AND MAGICAL
YAMATANO-OROCHI	SERPENT'S EYE	FEAR IMMUNITY
CHERNOBOG	BLACK GOD'S ROCK	SLASH IMMUNITY
JATAYU	STORM RING	WIND IMMUNITY
VISHNU	CHAKRA RING	INCREASED MAG DMG
METATRON	BOOK OF ENOCH	CHANCE TO EVADE MAGICAL ATTACKS

MESSIAH IS THE ONLY ONE CAPABLE OF DROPPING DIFFERENT ITEMS, INCLUDING THE VERY RARE OMNIPOTENT ORB. HE DROPS THE ULTIMATE EQUIPMENT FOR YOUR PARTY. TO GET MULTIPLE ITEMS FROM HIM, YOU'LL NEED TO LEVEL HIM UP TO LEVEL 96 (HEART ITEM "MATURES" ON LV97) THEN LEFT AS LITTLE EXP AS POSSIBLE TO REACH THE NEXT LEVEL. REGISTER HIM THAT WAY AND FIGHT BATTLE(S) TO REACH LV97. AFTER GETTING THE ITEM, YOU CAN DISMISS HIM AND GET HIM AGAIN FROM THE COMPENDIUM AND REPEAT. JUST WARNING THOUGH, MESSIAH DOESN'T COME CHEAP; SO IF YOU ALREADY HAVE MORE THAN ENOUGH (YOU DON'T NEED TWO COPIES OF AIGIS' AND KORO'S ULTIMATE EQUIPMENT), LOAD YOUR GAME. ITEM DROPS ARE ALWAYS BASED ON LUCK SO YOU'LL NEED A LOT OF TIME (AND MONEY) TO FULLY EQUIP YOUR FIGHTING PARTY AT LEAST.

THE FOLLOWING ITEMS ARE DROPPED BY MESSIAH

ARMOR OF LIGHT
SHOES OF LIGHT
AURA DOG SUIT
SOUL OF ATHENA
SWAN LEGS
OMNIPOTENT ORB



REFERENCES:

ADDITIONAL DATA FOR WEAPON FUSION COMBOS REFERENCED FROM ZERUEL'S BOARD POST AT:
[HTTP://BOARDS.GAMEFAQS.COM/GFAQS/GENMESSAGE.PHP?BOARD=937269&TOPIC=42468519](http://boards.gamefaqs.com/gfaqs/genmessage.php?board=937269&topic=42468519)

ITEM BEARING MISSING DATA REFERENCED FROM ARTHELLINUS' FUSION GUIDE: [HTTP://WWW.GAMEFAQS.COM/CONSOLE/PS2/FILE/937269/59531](http://www.gamefaqs.com/console/ps2/file/937269/59531)

ELIZABETH'S REQUESTS

THESE REQUESTS ARE THE ONLY SIDEQUESTS AVAILABLE IN THE GAME. COMPLETING THEM WILL REWARD YOU WITH RARE AND POWERFUL ITEMS/EQUIPMENT. SOME REQUESTS HAVE TIME RESTRICTIONS/ DEADLINES WHILE MOST OF THEM CAN BE TAKEN AND COMPLETED ANYTIME.

REQUESTS COME IN DIFFERENT FLAVORS. THE TIME RESTRICTED REQUESTS CAN BE COMPLETED ONLY WITHIN A CERTAIN AMOUNT OF TIME, NORMALLY BEFORE THE NEXT FULL MOON COMES. MOST OF THEM REQUIRE YOU TO COLLECT ITEMS DROPPED BY SHADOWS OR OBTAIN THE OLD DOCUMENTS. FOR REQUESTS THAT REQUIRE YOU TO COLLECT ITEM DROPS FROM SHADOWS, YOU NEED TO ACCEPT THE REQUEST FIRST; OTHERWISE, THOSE SPECIFIC ENEMIES WILL JUST DROP NORMAL ITEMS. THE OPPOSITE IS TRUE IF YOU STILL HAVEN'T SURRENDERED THE COLLECTED ITEMS TO ELIZABETH TO CLOSE THE REQUEST. EVEN IF YOU HAVE MET YOUR QUOTA FOR THAT REQUESTED ITEM, AS LONG AS THE REQUEST IS STILL ACTIVE, YOU WILL STILL CONTINUE TO RECEIVE THE SPECIAL ITEM DROPPED BY THOSE ENEMIES - WHICH ARE PRETTY USELESS SINCE THEY DON'T SELL THAT MUCH IN SHOPS.

REMEMBER THAT A REQUEST MUST BE ACCEPTED FIRST BEFORE THE NEEDED EVENTS TAKE PLACE. ALSO NOTE FOR REQUESTS THAT RELY ON MONSTER DROPS (MEDALS FROM RARE SHADOWS), THEY WILL CONTINUE DROPPING THE REQUESTED ITEM AS LONG AS YOU HAVE THE REQUEST ACTIVE. RETURN TO ELIZABETH TO COMPLETE THE REQUEST AND THEIR DROPS WILL RETURN TO NORMAL. THIS IS ESSENTIALLY IMPORTANT IF YOU ARE COLLECTING NIHIL MATERIALS FROM THE GOLDEN SHADOWS.

IN FES, THE NEW REQUESTS CONSISTS OF AFTER-SCHOOL "DATES" WITH ELIZABETH, TALKING TO DORM MATES ON SPECIFIC DATES TO ACQUIRE THE REQUESTED ITEMS. THE REQUESTS ARE NOT THE VERBATIM OF ELIZABETH OR HOW EXACTLY YOU CAN SEE IT FROM THE GAME. I TOOK THE LIBERTY OF SUMMING IT UP TO MAKE IT EASIER TO UNDERSTAND.

TAKE NOTE THAT IF YOU START YOUR GAME ON THE SECOND PLAYTHROUGH, YOU CAN EASILY COMPLETE THE "PERFORM <FUSION SPELL>" REQUESTS IF YOU HAVE ALREADY PERFORMED THEM IN THE FIRST PLAYTHROUGH.

1. RETRIEVE (1) BEETLE SHELL FROM GRAVE BEETLES IN FLOORS 6-15, 1ST BLOCK THEBEL



DEADLINE: 05/07
 DIFFICULTY: ★★
 REWARD: 12000 YEN

TIP: LOOK FOR SMALL SHADOWS. AS MENTIONED IN THE GAME, THE SIZE OF THE SHADOW PERTAINS HOW MANY ENEMIES ARE INSIDE IT. GRAVE BEETLES ARE ALWAYS ALONE SO LOOK FOR THE SMALLEST SHADOWS AND BATTLE THEM ON THE SPECIFIED FLOORS. THEY CAN BE POWERFUL BUT THEY PACK A BIT MORE EXPERIENCE COMPARED TO THE NORMAL ENEMIES YOU FACE. USE GARU (WIND) AGAINST IT TO WIN WITHOUT ANY HASSLES. AS LONG AS THE REQUEST IS STILL ACTIVE, ALL GRAVE BEETLES YOU'LL ENCOUNTER WILL ONLY DROP BEETLE SHELLS

2. RETRIEVE THE FIRST OLD DOCUMENT IN THE TOP OF TARTARUS, 1ST BLOCK, THEBEL.

DEADLINE: 05/07
 DIFFICULTY: ★
 REWARD: BEAD CHAIN X1

TIP: YOU JUST NEED TO GET PAST THROUGH THE GUARDIAN (RAMPAGE DRIVE) OF THIS BLOCK BY DEFEATING IT. YOU'LL FIND THE DOCUMENT ONCE YOU REACHED THE TOP (16F). REFER TO THE MAIN WALKTHROUGH FOR TIPS ON HOW TO DEFEAT THIS BOSS.

3. OBTAIN MUSCLE DRINK THEN GIVE IT TO ELIZABETH.

DEADLINE: NONE

DIFFICULTY: ★

REWARD: REVIVAL BEAD X3

TIP: YOU CAN IMMEDIATELY COMPLETE THIS REQUEST SINCE MUSCLE DRINKS ARE NORMAL ITEMS IN CHESTS. IF YOU DON'T HAVE IT, YOU CAN BUY IT FROM THE PHARMACY INSIDE THE PAULOWNIA MALL.

4. DEFEAT PHANTOM MAGES ON FLOORS 17-24 OF 2ND BLOCK, ARQA AND RETRIEVE (3) OLD LANTERNS

DEADLINE: 06/06

DIFFICULTY: ★★

REWARD: 31,000 YEN

TIP: THESE ARE DROPS FROM UNCOMMON ENEMIES CALLED PHANTOM MAGES. THEY USUALLY APPEAR BY TWO'S AND SOMETIMES ASSOCIATED WITH OTHER SHADOWS. JUST HUNT SHADOWS DOWN AND YOU SHOULD BE ABLE TO ENCOUNTER THEM EASILY



5. RETRIEVE THE SECOND OLD DOCUMENT

DEADLINE: 06/07

DIFFICULTY: ★

REWARD: BALM OF LIFE (X1)

TIP: LIKE THE FIRST ONE, YOU NEED TO DEFEAT THE GUARDIAN FIRST WHICH IS LOCATED IN THE 36TH FLOOR. THE OLD DOCUMENT IS FOUR FLOORS UP, IN 40F ARQA. REFER TO THE MAIN WALKTHROUGH FOR TIPS ON HOW TO DEFEAT THIS BOSS.

6. CREATE JACK FROST WITH (HEALING SKILL) DIA.

DEADLINE: NONE

DIFFICULTY: ★★★

REWARD: HIGH-CUT ARMOR (X1)

TIP: IT WILL BE HARD TO CREATE A JACK FROST AT THIS MOMENT. BUT IF YOU WANT TO, YOU CAN COMBINE ORPHEUS (REGISTER HIM FIRST) AND FORNEUS TO GET A JACK FROST. OR YOU CAN TRY FUSING PIXIE AND UNICORN AS WELL. THERE WILL BE OTHER COMBINATIONS AS WELL SO TAKE NOTE OF THEM.



NOTE THAT SOMETIMES THE SKILLS CARRIED OVER TO THE RESULTING PERSONA ARE NOT ALWAYS THE SAME SO YOU CAN ALWAYS EXIT THE FUSION SCREEN AND TRY AGAIN

7. DEFEAT THE WEALTH HAND IN THE 1ST BLOCK, THEBEL AND RETRIEVE (1) LEAD MEDAL

DEADLINE: NONE

DIFFICULTY: ★★★

REWARD: TOY BOW (X1)

TIP: THIS IS A DROP FROM A RARE ENEMY, CALLED THE WEALTH HAND. IT IS FOUND IN THEBEL BUT OCCASIONALLY APPEARS IN THE UPPER FLOORS. LOOK FOR THOSE GOLD/YELLOW COLORED SHADOWS. BE WARY THOUGH; THEY WILL RUN AWAY AND DISAPPEAR ONCE THEY SEE YOU. IT'S BETTER TO SNEAK FROM BEHIND AND ATTACK THEM. THESE CRITTERS ARE WEAK AGAINST PHYSICAL ATTACKS BUT DO ESCAPE FROM BATTLE AS WELL.



8. CREATE A VALKYRIE WITH THE SUPPORT SKILL, TARUKAJA

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: TORN BLACK CLOTH (TO CREATE PALE RIDER)

TIP: YOU'LL NEED TO COMBINE ANY PRIESTESS OR EMPEROR PERSONAS WITH A HERMIT PERSONA. (E.G FORNEUS +YOMOTSU SHIKOME) AT LEAST ONE OF THEM SHOULD CARRY THE SKILL TARUKAJA. NOTE THAT IT'S POSSIBLE THAT THE SKILL WON'T BE INHERITED ON THE PREVIEW (RESULTING PERSONA) SCREEN SO CANCEL, GO BACK TO THE LAST SCREEN AND PRESS X TO ENTER AGAIN. DO THIS OVER AND OVER AGAIN TO SHUFFLE THE INHERITED SKILLS UNTIL YOU GET THE PREFERRED SKILL.

9. DEFEAT BRONZE DICE ON FLOORS 41-46 OF 2ND BLOCK ARQA

DEADLINE: 07/05

DIFFICULTY: ★★ ★

REWARD: SIGMA DRIVE

TIP: THESE ARE DROPS FROM THOSE BRONZE DICE ENEMIES THAT ARE FOUND IN THE INDICATED FLOORS. YOU WON'T FIND THEM ON FLOORS 47+. USE ELECTRIC ATTACKS TO GET RID OF THEM QUICKLY.



10. DEFEAT THE (RED/STRONG) LUSTFUL SNAKES IN THE 2ND BLOCK, ARQA AND RETRIEVE (3) SNAKE SCALES

DEADLINE: 07/05

DIFFICULTY: ★★ ★

REWARD: 46,000 YEN

TIP: YOU WILL NEED TO FIND THOSE UNCOMMON STRONG ENEMIES (GLOWING PINK) AND DEFEAT THEM. THEY ARE TOUGH BUT GIVE A GOOD AMOUNT OF EXPERIENCE TOO. USE ICE ATTACKS AGAINST THEM.

11. RETRIEVE THE THIRD OLD DOCUMENT.

DEADLINE: 07/05

DIFFICULTY: ★

REWARD: TRAESTO GEM (X3)

TIP: JUST LIKE THE FIRST TWO OLD DOCUMENTS, THESE ARE LOCATED THE TOP FLOOR OF THE PREVIOUS BLOCKS, YOU NEED TO DEFEAT THE GUARDIAN TO PROCEED. THIS IS ON FLOOR 64. REFER TO THE MAIN WALKTHROUGH FOR TIPS ON HOW TO DEFEAT THIS BOSS.

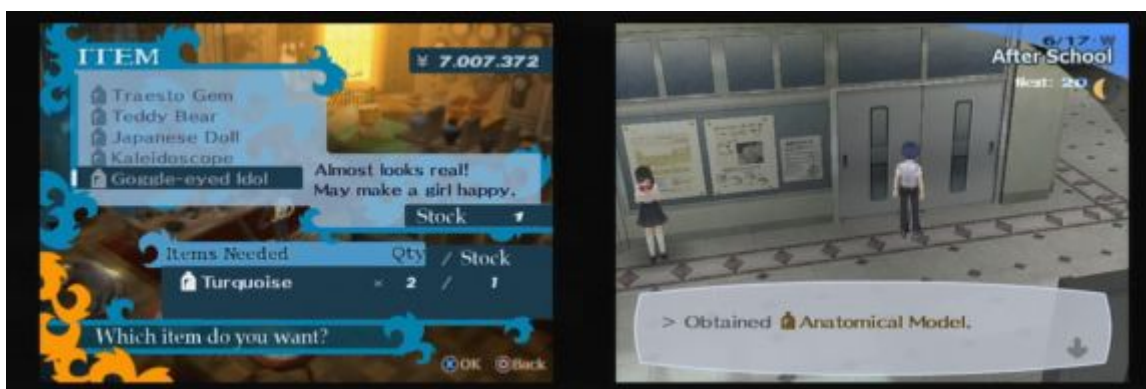
12. RETRIEVE (1) GOOGLE-EYED IDOL

DEADLINE: NONE

DIFFICULTY: ★

REWARD: BLADEFIST

TIP: THE GOOGLE-EYED IDOL CAN BE ACQUIRED FROM THE ANTIQUE SHOP. JUST TRADE 2 TURQUOISES FOR IT. TURQUOISES ARE NORMAL ENEMY DROPS FROM PHANTOM MAGES.



13. RETRIEVE SHELL OF A MAN

DEADLINE: NONE

DIFFICULTY: ★★★

REWARD: LAND BADGE

TIP: AFTER SCHOOL, VISIT THE LABORATORY IN GEKKOKAN'S FIRST FLOOR AND ENTER THE ROOM. YOU WILL GET THE ANATOMICAL MODEL. SURRENDER IT TO ELIZABETH TO CLOSE THE REQUEST.

14. DEFEAT THE TREASURE HAND IN 2ND BLOCK, ARQA AND RETRIEVE 1 STEEL MEDAL

DEADLINE: NONE

DIFFICULTY: ★★★

REWARD: SPIKED BAT

TIP: LIKE THE WEALTH HAND, THIS RARE MONSTER BELONGS TO THE SAME FAMILY OF GOLDEN, HAND-SHAPED SHADOWS. THEY APPEAR OCCASIONALLY ON ANY FLOORS OF THE SPECIFIED BLOCK AND THEY WILL FLEE AS SOON AS THEY GET SIGHT OF YOU. AS USUAL, SNEAK UP BEHIND FOR THE KILL.

15. CREATE AN OBERON (LV17+)

DEADLINE: NONE

DIFFICULTY: ★★

REWARD: COIN OF KNIGHT (X3)

TIP: OBERON IS AN EMPEROR PERSONA. THAT MEANS YOU NEED TO FUSE ANY OF THE FOLLOWING PERSONAS.

MAGICIAN + JUSTICE/ FORTUNE/ LOVERS
EMPRESS + JUSTICE
HIEROPHANT + CHARIOT/ FORTUNE
HERMIT + FORTUNE



NOTE THAT THE AVAILABLE PERSONAS UNDER THOSE ARCANAS SHOULD SUFFICE IN CREATING AN OBERON. IF YOUR STUDENT COUNCIL SOCIAL LINK IS HIGH ENOUGH TO GET THE RESULTING OBERON TO LV17, THEN THAT IS GOOD. OTHERWISE, YOU MAY NEED TO USE HIM ON YOUR BATTLES TO LEVEL HIM UP SUFFICIENTLY. IF YOU DON'T WANT TO GET OBERON VIA FUSION, IT CAN BE WON AS A REWARD (SHUFFLE TIME) DURING ENEMY ENCOUNTERS IN THE LOWER FLOORS (40F+)

16. BRING ME STRONG MEDICINE.

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: AMRITA WATER X3

TIP: IT IS EASIER TO DO THIS WHEN AFTER A MAJOR OPERATION OR AFTER YOU HAVE EXPLORED TARTARUS. ONCE TIRED, VISIT THE SCHOOL NURSE IMMEDIATELY. DON'T DRINK THE CONCOCTION AND HE WILL GIVE YOU THE MEDICINE INSTEAD.

17. BRING ELIZABETH A SONG THAT IS ASSOCIATED WITH YOUR SCHOOL (FUNKY SCHOOL MUSIC)

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: BUS STOP SIGN X1

TIP: ENTER THE PA ROOM (JUST ACROSS YOUR HOMEROOM) AND OBTAIN THE *GEKKOUKAN BOOGIE*. BRING IT TO ELIZABETH TO COMPLETE THE REQUEST.

18. DEFEAT CREATION RELICS ON FLOORS 65-77 OF THE 3RD BLOCK, YABBASHAH TO RETRIEVE 5 RELIC FRAGMENTS

DEADLINE: 08/04

DIFFICULTY: ★

REWARD: MEDICAL POWDER (X5)

TIP: THESE ENEMIES ARE WEAK TO MUDO/ DARKNESS ATTACKS. THEY ARE COMMON ENEMIES SO YOU CAN DEFINITELY GET 5 FRAGMENTS EASILY.

19. DEFEAT THE (RED-GLOWING) WILD DRIVES IN THE 3RD BLOCK, YABBASHAH TO RETRIEVE 3 GREASY GEARS

DEADLINE: 08/04

DIFFICULTY: ★★ ★

REWARD: 70,000 YEN

TIP: JUST LIKE THOSE OTHER "STRONG" MONSTERS, YOU CAN QUICKLY SPOT THEM SINCE THEY ARE GLOWING RED/PINK. BE CAREFUL NOT TO LET YOUR GUARD DOWN WHEN FACING THESE ENEMIES. THEY CAN WHACK YOU UP REAL GOOD IF YOU'D LET THEM. USE ZIO/ELECTRIC ATTACKS TO DEFEAT THEM EASILY.

20. RETRIEVE THE FOURTH OLD DOCUMENT

DEADLINE: 08/04

DIFFICULTY: ★

REWARD: BALM OF LIFE (X3)

TIP: DEFEAT THE GUARDIAN ON THE 85TH FLOOR. FIND THE OLD DOCUMENT IN THE 89TH FLOOR. (REFER TO THE MAIN WALKTHROUGH)

21. DEFEAT THE SUPREME HAND IN 3RD BLOCK, YABBASHAH AND RETRIEVE 1 BRONZE MEDAL

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: STEEL PIPE

TIP: JUST HUNT DOWN THOSE YELLOW SHADOWS AND DON'T LET THEM ESCAPE.

Q2. CREATE VETALA WITH THE FIRE SKILL, MARAGI

DEADLINE: NONE

DIFFICULTY: ★★☆☆

REWARD: SUGAR KEY (KING FROST)

TIP: VETALA IS A DEVIL PERSONA. SO THIS TIME, YOU WILL NEED TO FUSE PYRO JACK + INUGAMI. JUST "REFRESH" THE COMBINATION IF YOU CAN'T INHERIT THE SKILL.



Q3. CREATE ORTHUS WITH THE SKILL DODGE SLASH

DEADLINE: NONE

DIFFICULTY: ★★☆☆

REWARD: TIGERHIDE BELT

TIP: ORTHUS IS A HANGED MAN PERSONA. TO GET HIM, YOU NEED TO FUSE ANY OF THE FOLLOWING PERSONAS, WITH THE SKILL DODGE SLASH.

STRENGTH + HANGED MAN/MOON/ JUDGEMENT
FOOL / EMPEROR + STRENGTH
MAGICIAN + EMPRESS
CHARIOT + DEVIL
HERMIT + TEMPERANCE

Q4. DEFEAT SHOUTING TIARAS ON FLOORS 102-113 OF THE 3RD BLOCK HABBASHAH TO RETRIEVE 5 TIARA'S HAIR

DEADLINE: 09/03

DIFFICULTY: ★

REWARD: ATTACK MIRROR XI

TIP: FIND THEM AS NORMAL ENEMIES ON THE SPECIFIED FLOORS. USE ICE/BUFU ATTACKS TO DEFEAT THEM EASILY.

Q5. DEFEAT (RED/STRONG) CHAMPION KNIGHTS ON THE 3RD BLOCK YABBASHAH TO RETRIEVE 4 KNIGHT'S REINS.

DEADLINE: 09/03

DIFFICULTY: ★★☆☆

REWARD: SIX-SHOT

TIP: USE WIND ATTACKS AGAINST THESE STRONG ENEMIES.

Q6. RETRIEVE THE 5TH OLD DOCUMENT

DEADLINE: 09/03

DIFFICULTY: ★★☆☆

REWARD: 120,000 YEN

TIP: YOU NEED TO DEFEAT THE GUARDIAN ON 110F. THE OLD DOCUMENT IS LOCATED @ THE 114TH FLOOR.

27. BUY ELIZABETH A PLATINUM WATCH

DEADLINE: NONE

DIFFICULTY: ★★☆☆

REWARD: CHEWING SOUL X6

TIP: BUY THIS WATCH FROM THE BE BLUE V ACCESSORY SHOP IN PAULOWNIA MALL, BESIDE THE POLICE STATION. OPENS ONLY DURING DAYTIME. DISCOUNTS ON SUNDAYS. (MUST BE LEVEL 26 FOR IT TO APPEAR ON THE MENU)

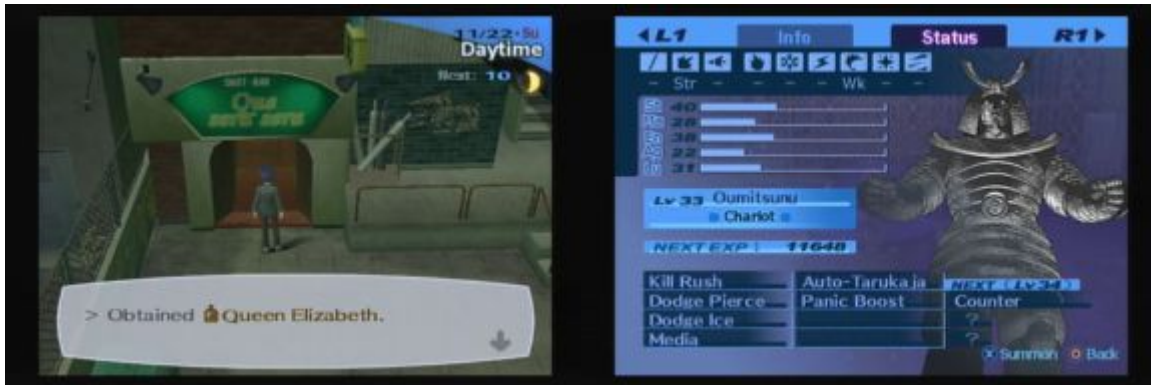
28. FIND A DRINK THAT SHARES ELIZABETH'S NAME

DEADLINE: NONE

DIFFICULTY: ★★☆☆

REWARD: AROUNDTIGHT

TIP: (MAX CHARM REQUIRED) VISIT PORT ISLAND STATION. GO TO ITS SUBURBS/ ALLEY AND ENTER THE SHADY BAR DOWNSTAIRS. AFTER SOME CONVERSATION YOU WILL RECEIVE THE DRINK NAMED QUEEN ELIZABETH. BRING IT TO HER AND COMPLETE THE REQUEST.



29. CREATE OUMITSUNU (LV33+)

DEADLINE: NONE

DIFFICULTY: ★★☆☆

REWARD: MACHINE CORE (TO CREATE NATA-TAISHI)

TIP: OUMITSUNU IS A CHARIOT-TYPE PERSONA. TO GET IT, FUSE ANY OF THE FOLLOWING. IF YOUR RANK WITH THE ATHLETIC TEAM SOCIAL LINK IS HIGH ENOUGH, YOU CAN GET IT EASILY TO LEVEL 33 DUE TO THE BONUS EXPERIENCE THE SOCIAL LINK WILL PROVIDE.

FOOL + EMPEROR/ JUSTICE
MAGICIAN + HERMIT
PRIESTESS + HEIROPHANT
EMPRESS + STRENGTH/ HANGED MAN/ TOWER
EMPEROR + HIEROPHANT/ LOVERS
HEIROPHANT + JUSTICE/ HERMIT
LOVERS + CHARIOT/ JUSTICE
HERMIT + STAR
FORTUNE + MOON

30. RETRIEVE 1 HOMUNCULUS

DEADLINE: NONE

DIFFICULTY: ★★☆☆

REWARD: PRECIOUS EGG X4

TIP: IF YOU STILL HAVEN'T USED UP THE HOMUNCULUS REWARDED TO YOU AFTER COMPLETING REQUEST NO. 24, THEN YOU SHOULDN'T WORRY ABOUT THIS. IF NOT, TRADE SOME FROM THE ANTIQUE SHOP. (DIAMOND + SAPPHIRE). YOU CAN ALSO GET THIS FROM CHESTS IN TARTARUS, SPECIALLY THOSE AVAILABLE AFTER DEFEATING THE BOSSES IN THE UPPER FLOORS.

31. BRING ELIZABETH A BEAUTIFUL TILE.

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: BERSERKER'S SEAL

TIP: (MAX CHARM NEEDED) GO BACK TO PORT ISLAND ALLEYS, WHERE YOU OBTAINED THE QUEEN ELIZABETH DRINK. ENTER THE LARGE BUILDING BESIDE IT INSTEAD. AFTER SOME CONVERSATION, OBTAIN THE MAHJONG TILE. BRING IT TO ELIZABETH TO COMPLETE REQUEST.



32. DEFEAT THE OPULENT HAND IN 4TH BLOCK, TZIAH AND RETRIEVE 1 SILVER MEDAL

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: BONE

TIP: SAME HUNTING AND FIGHTING STRATEGY MENTIONED ABOVE.

33. DEFEAT ELEGANT MOTHERS ON FLOORS 126-138 OF THE 4TH BLOCK, TZIAH AND OBTAIN 5 EMPRESS MASKS.

DEADLINE: 10/03

DIFFICULTY: ★

REWARD: SOMA (X1)

TIP: USE MUDO/DARKNESS ATTACKS OR ZIO/ELECTRIC TO DEFEAT THESE ENEMIES.

34. DEFEAT HAKUROU MUSHAS IN THE 4TH BLOCK, TZIAH AND OBTAIN 3 GOLD HANGUARDS.

DEADLINE: 10/03

DIFFICULTY: ★★

REWARD: 200,000 YEN

TIP: USE LIGHT/ HAMA ATTACKS TO DEFEAT THEM EASILY

35. RETRIEVE THE 6TH OLD DOCUMENT

DEADLINE: 10/03

DIFFICULTY: ★

REWARD: BEAD (X5)

TIP: DEFEAT THE GUARDIAN FIRST ON 135TH FLOOR THEN GET THE DOCUMENT ON THE 139TH FLOOR

36. CREATE BLACK FROST

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: WIZARD'S MARK

TIP: BLACK FROST IS A FOOL. TO GET HIM, FUSE THE FOLLOWING. (CROSS SPREAD)

KING FROST + JACK FROST + PYRO JACK + QUEEN MAB

37. BRING 3 JACK FROST DOLLS TO ELIZABETH

DEADLINE: NONE

DIFFICULTY: ★★☆☆

REWARD: UMUGI WATER X4

TIP: YOU CAN GET THE JACK FROST AS A PRIZE FROM THE CRANE GAME OR DURING THE SUMMER FESTIVAL SCENE. SINCE WINNING IN THE CRANE GAME TAKES LUCK AND PATIENCE, I SUGGEST RELOADING THE GAME IF YOU HAVEN'T WON A DOLL AFTER 10 TRIES (Y2000)

38. BRING SUSHI TO ELIZABETH

DEADLINE: NONE

DIFFICULTY: ★★★★★

REWARD: SCRUB BRUSH

TIP: (MAX ACADEMICS REQUIRED) VISIT NAGANAKI SHRINE. CHECKOUT THE SMALLER ALTAR NEAR THE BIG TREE. AN OLD LADY WILL APPROACH YOU AND AFTER A SMALL TALK, YOU WILL OBTAIN THE INARI SUSHI. BRING IT TO ELIZABETH TO COMPLETE THE REQUEST.



39. DEFEAT WONDROUS MAGI ON FLOORS 151-159 ON THE 4TH BLOCK TZIAH AND RETRIEVE 3 GOLD RINGS

DEADLINE: 11/01

DIFFICULTY: ★★☆☆

REWARD: 340,000 YEN

TIP: USE AGI/ FIRE SKILLS TO DEFEAT THEM EASILY.

40. RETRIEVE 2 RED ARMOR PLATES BY DEFEATING SCARLET TURRETS (RED/STRONG) IN THE 4TH BLOCK, TZIAH

DEADLINE: 11/01

DIFFICULTY: ★★☆☆

REWARD: SPIRIT BRACERS

TIP: USE ZIO/ ELECTRIC ATTACKS TO DEFEAT THESE ENEMIES.

41. RETRIEVE THE 7TH OLD DOCUMENT

DEADLINE: 11/01

DIFFICULTY: ★☆☆☆

REWARD: SOMA (X1)

TIP: DEFEAT THE GUARDIAN LOCATED IN 160F. FIND THE DOCUMENT ON 164F

42. CREATE GIRIMEHKALA

DEADLINE: NONE

DIFFICULTY: ★★★★★

REWARD: MARIONETTE (TO CREATE NEBIROS)

TIP: THIS IS A MOON PERSONA. FUSE THE FOLLOWING:

GURR + RANGDA + VETALA + TARAKA (CROSS SPREAD)



43. CREATE DAISOJOU

DEADLINE: NONE

DIFFICULTY: ★★☆☆

REWARD: SPACE BADGE

TIP: FUSE THE FOLLOWING PERSONAS:
(PENTAGON SPREAD ONLY)

MITHRA + ARA-MITAMA + KUSI-MITAMA + SAKI-MITAMA + NIGI-MITAMA

44. DEFEAT GRACIOUS CUPIDS ON FLOORS 181-190 ON THE 5TH BLOCK HARABAH TO RETRIEVE 6 PINK FEATHERS

DEADLINE: 11/30

DIFFICULTY: ★★☆☆

REWARD: BERSERKER'S SEAL

TIP: USE STRIKE ATTACKS AGAINST THESE ENEMIES.

45. DEFEAT (RED/STRONG) RUINOUS IDOLS TO RETRIEVE 3 MOON TABLETS.

DEADLINE: 11/30

DIFFICULTY: ★★

REWARD: SPACE BADGE

TIP: USE BUFLU/ ICE ATTACKS AGAINST THESE ENEMIES.

46. RETRIEVE THE LAST OLD DOCUMENT.

DEADLINE: 12/29

DIFFICULTY: ★

REWARD: 650,000

TIP: DEFEAT THE BLOCK'S GUARDIAN @ Q11F. THE LAST OLD DOCUMENT IS LOCATED IN Q14F

47. DEFEAT LUXURY HANDS, IN THE 5TH BLOCK HARABAH TO RETRIEVE 2 GOLD MEDALS

DEADLINE: NONE

DIFFICULTY: ★★☆☆

REWARD: ROCKET PUNCH

TIP: APPLY THE SAME STRATEGIES AS BEFORE. THIS TIME, YOU NEED TO GET TWO MEDALS.



48. CREATE ALICE WITH THE ALMIGHTY SKILL, MEGIDO

DEADLINE: NONE

DIFFICULTY: ★★☆☆

REWARD: LILY PETAL (TO CREATE LILITH)

TIP: FUSE THE FOLLOWING TO INHERIT THE SKILL MEGIDO. MAKE SURE YOU REFRESH THE LIST WHEN FUSING UNTIL YOU GET THE DESIRED SKILL.

DECARABIA (FOOL) + PRINCIPALITY (JUSTICE) = NATA TAISHI (WITH MEGIDO)
LILIM + PIXIE + NATA-TAISHI + NARCISSUS = ALICE WITH MEGIDO

49. DEFEAT THE PERPETUAL SANDS ON FLOORS 202-210 OF THE 5TH BLOCK HARABAH AND RETRIEVE 3 SANDS OF TIME

DEADLINE: 12/29

DIFFICULTY: ★★ ★

REWARD: CHARUN'S HAMMER

TIP: USE PHYSICAL ATTACKS AGAINST THESE ENEMIES.

50. RETRIEVE 3 RAINBOW HAIRS BY DEFEATING (RED/STRONG) DARING GIGASES ON THE 5TH BLOCK, HARABAH.

DEADLINE: 12/29

DIFFICULTY: ★★

REWARD: OMEGA DRIVE

TIP: WEAK VS. GARU/ WIND ATTACKS.

51. CREATE LILITH WITH MABUFUDYNE

DEADLINE: NONE

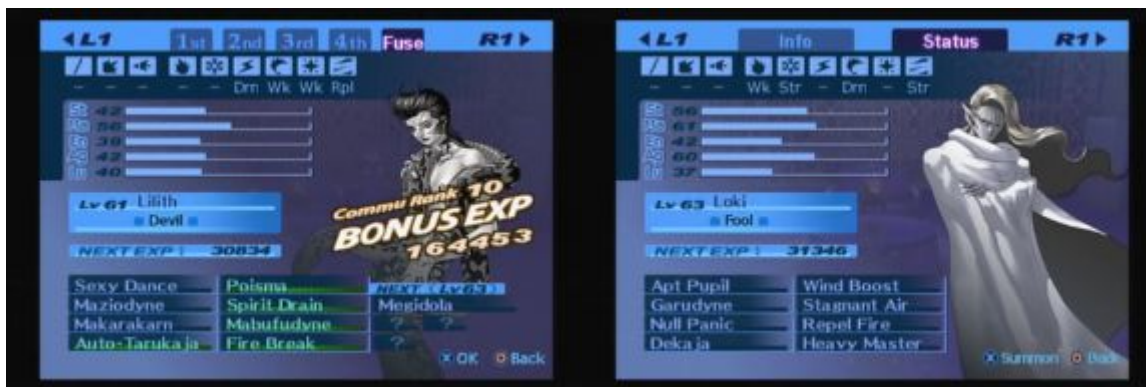
DIFFICULTY: ★★ ★ ★

REWARD: SACRIFICIAL IDOL

TIP: THIS CAN BE A LITTLE TRICKY. WITH ALL THE FOUR BASE PERSONAS (LILIM, VETALA, INCUBUS, SUCCUBUS), NONE OF THEM CAN LEARN MABUFUDYNE INNATELY. THIS MEANS YOU NEED TO CREATE ONE OF THEM VIA FUSION AND INHERIT MABUFUDYNE FROM ANOTHER PERSONA. WITH THE FOUR BASE PERSONAS, ONLY SUCCUBUS CAN LEARN MABUFUDYNE.

CONSIDER THE FOLLOWING COMBINATIONS FOR SUCCUBUS. ONE OF THE BASE PERSONAS FOR SUCCUBUS SHOULD HAVE MABUFUDYNE.

MAGICIAN + CHARIOT\ HANGED MAN
EMPRESS + CHARIOT\ DEATH
EMPEROR + JUSTICE
LOVERS + DEATH
STRENGTH + TOWER
HANGED MAN + DEATH
TEMPERANCE + DEVIL



52. CREATE LOKI (LV63+)

DEADLINE: NONE

DIFFICULTY: ★★ ★ ★

REWARD: MASAKADOS (TO CREATE MASAKADOS)

TIP: FUSE NANDI + SAKI-MITAMA + SUCCUBUS OR NRISINHA + NEBIROS + QUETZALCOATL

AT THIS TIME, YOUR SOCIAL LINK FOR THE FOOL ARCANA SHOULD BE MAXED ALREADY. IF YOU ARE STILL A FEW LEVELS SHORT, BRING HIM INTO BATTLES UNTIL HE LEVELS UP SUFFICIENTLY.

53. RETRIEVE 1 BLOODY BUTTON BY DEFEATING THE REAPER.

DEADLINE: NONE

DIFFICULTY: ★★★★★

REWARD: 5,000,000 YEN



TIP: I SUGGEST TO BE AT LEAST LEVEL 70+ MINIMUM BEFORE FACING THIS SHADOW. THE HIGHER, THE BETTER. THIS ENEMY IS STILL A THREAT EVEN IF ALL YOUR CHARACTERS ARE AT LV99. FIRST TIP, DO NOT USE MAGIC/ATTACK MIRRORS. THIS WILL TRIGGER THE REAPER TO USE MEGIDOLAON EVERY TURN. EVEN WITH MEDIARAHAN, THAT WILL POSE A PROBLEM. NEXT: HAVE A PARTY MEMBER OR TWO TAKE CARE OF THE SUPPORT/ HEALING. WHEN I BATTLED THE REAPER, MY PREFERRED PARTY WAS YUKARI, MITSURU AND AIGIS. YUKARI IS ESSENTIAL FOR HEALING/ REVIVING ALLIES WHILE AIGIS' PARTY AFFECTING SUPPORT SKILLS ON HEAL/SUPPORT MODE HELPS A LOT IN KEEPING THE PARTY AFLOAT. YOU CAN REPLACE MITSURU WITH ANY STRONG ATTACKER YOU MAY HAVE.

FOR THE OFFENSIVE, USE MEGIDOLAON. THIS ENEMY HAS VERY STRONG DAMAGE RESISTANCE AND GOOD EVASION RATE. MEGIDO SKILLS ARE ALMOST ALWAYS ACCURATE (96-99%) AND HAS NO ATTRIBUTE (SURE TO PIERCE THROUGH ANY RESISTANCE) SO THIS IS YOUR ATTACK SKILL OF CHOICE. DEATH IS DANGEROUS FOR HAVING HIGH LEVEL ATTACKS, DAMAGING SPELLS AND INSTANT DEATH ATTACKS. AS LONG AS YOU HAVE A GOOD SUPPLY OF HOMUNCULUS, YOU WILL BE SAFE FROM THESE KINDS OF ATTACKS

DON'T HESITATE TO USE YOUR RARE CONSUMABLES SUCH AS BALMS OF LIFE, SOMA, ETC. YOU WON'T NEED THEM IN YOUR LAST BATTLES SINCE YOU COULD BE STRONG AS HELL THAT YOU WOULD LAUGH OUT AT NYX.

OR IF YOU WANT TO WIN WITHIN 1 TURN, JUST USE HELEL AND SATAN'S **ARMAGEDDON** FUSION SPELL. IT DEALS 9999 DAMAGE AND USES ALL YOUR MP BUT ITS WORTH IT.

54. DEFEAT THE GLORIOUS HANDS IN THE 6TH BLOCK ADAMAH TO RETRIEVE 3 PLATINUM MEDALS

DEADLINE: NONE

DIFFICULTY: ★★★★★

REWARD: JACK'S GLOVES

TIP: NOW YOU NEED TO COLLECT THREE OF THOSE MEDALS. THESE ENEMIES ARE HARD AS EVER BUT SINCE YOU'LL NEED TO CLEAR ADAMAH BEFORE THE FINAL BATTLE, THERE WILL ALWAYS BE A GOOD CHANCE TO FIND THEM ALONG THE WAY.

55. DEFEAT THE ULTIMATE OPPONENT

DEADLINE: NONE

DIFFICULTY: ★★★★★

REWARD: OMNIPOTENT ORB

(WILL APPEAR ONLY DURING SECOND PLAYTHROUGH)
YOU MUST REACH THE TOP FLOOR OF MONAD ALONE.



TIP: THIS BATTLE IS PROBABLY THE HARDEST. EVEN IF YOU MAXED YOUR CHARACTER LEVEL AND EQUIPPED THE BEST ARMOR YOU CAN FIND, ELIZABETH CAN PRETTY MUCH ELIMINATE YOU WITH EASE. SHE CAN ALSO UTILIZE THE POWER OF DIFFERENT PERSONAS SO HER ATTACKS CHANGES AS WELL. YOUR SECRET FOR WINNING IS ARMAGEDDON BUT SINCE THAT WILL LEAVE YOU WITH ZERO MP, YOU WILL USE ONE TURN TO USE AN ITEM TO COMPLETELY RESTORE YOUR HP. ELIZABETH'S HP IS ROUGHLY AROUND 19998 SO YOUR OBJECTIVE IS TO SUCCESSFULLY CAST TWO ARMAGEDDONS ON HER.

YOU SHOULD TAKE NOTE THAT ELIZABETH CAN RESTORE HER HP TO FULL USING DIARAHAN AND HER MEGIDOLAON CAN DEAL 9999 DAMAGE TO YOU. UNFORTUNATELY, SHE ALSO TAKES TWO ACTIONS IN ONE TURN. I SUGGEST MAXING SATAN OR HELEL'S STATS USING THE CARDS OR THE STAT BONUSES FROM THE ARCADE GAMES.

NOW FOR SURVIVING THE ATTACKS. YOU'LL NEED THREE THINGS TO AUTO REVIVE YOURSELF:

1. MESSIAH'S INNATE SKILL CALLED ENDURING SOUL
2. SACRIFICIAL IDOL
3. PLUME OF DUSK

IT ALSO TAKES LUCK SINCE WHEN I FOUGHT HER, SHE SPAMMED ME WITH MEGIDOLAON 3 TIMES IN A ROW. GOOD LUCK!

56. TAKE ELIZABETH TO PAULOWNIA MALL

DEADLINE: 05/07

DIFFICULTY: ★

REWARD: SMALL CHEONGSAM X1

TIP: VISIT THE VELVET ROOM AFTER SCHOOL, ACCEPT THE REQUEST, GO BACK TO THE FIRST MENU AND CHOOSE TO TAKE ELIZABETH FOR A DATE. THIS DOESN'T CONSUME YOUR WHOLE AFTERNOON SO YOU CAN ATTEND TO YOUR FRIENDS TO IMPROVE YOUR SOCIAL LINKS.



57. TAKE ELIZABETH TO IWATODAI STATION

DEADLINE: 07/05

DIFFICULTY: ★

REWARD: BLUE SCALE X1

TIP: SAME #56



58. TAKE ELIZABETH TO NAGASAKI SHRINE

DEADLINE: 09/03

DIFFICULTY: ★

REWARD: BOOK OF ANCIENTS

TIP: SAME #56

59. TAKE ELIZABETH TO SEKKOKAN HIGH

DEADLINE: 11/30

DIFFICULTY: ★

REWARD: RED MUFFLER

TIP: SAME #56

60. TAKE ELIZABETH TO YOUR ROOM

DEADLINE: NONE

DIFFICULTY: ★

REWARD: RAINBOW FEATHER X1

TIP: SAME #56



61. PERFORM CADENZA

DEADLINE: NONE

DIFFICULTY: ★

REWARD: AGILAO GEM X5

TIP: BRING ASPARAS AND ORPHEUS TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.



62. PERFORM JACK BROTHERS

DEADLINE: NONE

DIFFICULTY: ★

REWARD: BUFULA GEM X5

TIP: BRING JACK FROST AND PYRO JACK TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.

63. PERFORM JUSTICE

DEADLINE: NONE

DIFFICULTY: ★

REWARD: GARULA GEM X5

TIP: BRING ANGEL AND ARCHANGEL TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.

64. PERFORM FROLIC

DEADLINE: NONE

DIFFICULTY: ★★

REWARD: BEAD CHAIN X5

TIP: BRING PIXIE AND NARCISSUS TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.

65. PERFORM THUNDER CALL

DEADLINE: NONE

DIFFICULTY: ★★★

REWARD: SHOCK MAGATAMA X1

TIP: BRING TAKE-MIKAZUCHI AND THOR TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.

66. PERFORM KING AND I

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: SUMMER OUTFIT MAIN

TIP: BRING BLACK FROST AND KING FROST TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.



67. PERFORM BEST FRIENDS

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: SUMMER OUTFIT YUKARI

TIP: BRING FORNEUS AND DECARABIA TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.

68. PERFORM SUMMER DREAM

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: SUMMER OUTFIT JUNPEI

TIP: BRING OBERON AND TITANIA TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.

69. PERFORM DREAMFEST

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: SUMMER OUTFIT AKIHIKO

TIP: BRING INCUBUS AND SUCCUBUS TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.

70. PERFORM SCARLET HAVOC

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: SUMMER OUTFIT MITSURU

TIP: BRING ARES AND SIEGFRIED TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.

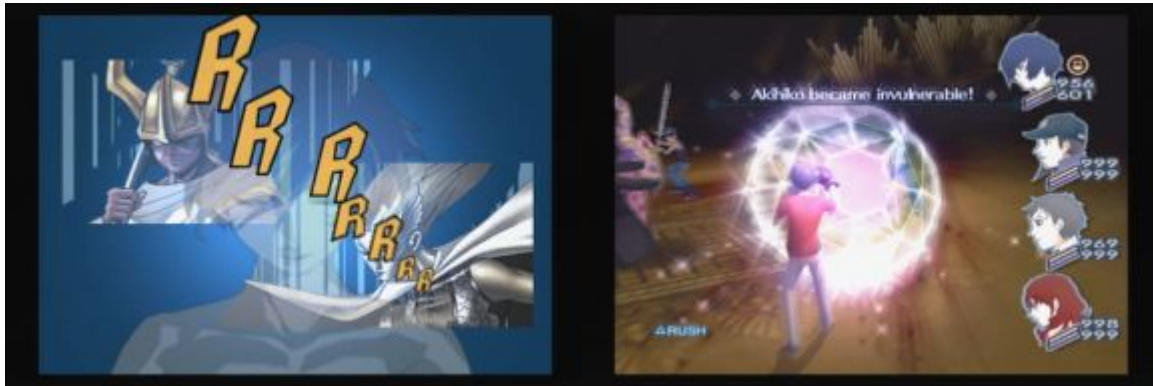
71. PERFORM VALHALLA

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: WINTER OUTFIT MAIN

TIP: BRING VALKYRIE AND ODIN TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.



72. PERFORM SHADOW HOUND

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: WINTER OUTFIT YUKARI

TIP: BRING CU CHULAINN AND SCATHACH TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.

73. PERFORM RAKTAPAKSHA

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: WINTER OUTFIT JUNPEI

TIP: BRING GARUDA AND GURU TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.

74. PERFORM LAST JUDGE

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: WINTER OUTFIT AKIHIKO

TIP: BRING METATRON AND MITRA TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.

75. PERFORM TRICKSTER

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: WINTER OUTFIT MITSURU

TIP: BRING SUSANO-O AND LOKI TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.

76. PERFORM INFINITY

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: WINTER OUTFIT KEN

TIP: BRING VISHNU AND ANANTA TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.



77. PERFORM ARDHANARI

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: WINTER UNIFORM AIGIS

TIP: BRING PARVATI AND SHIVA TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.

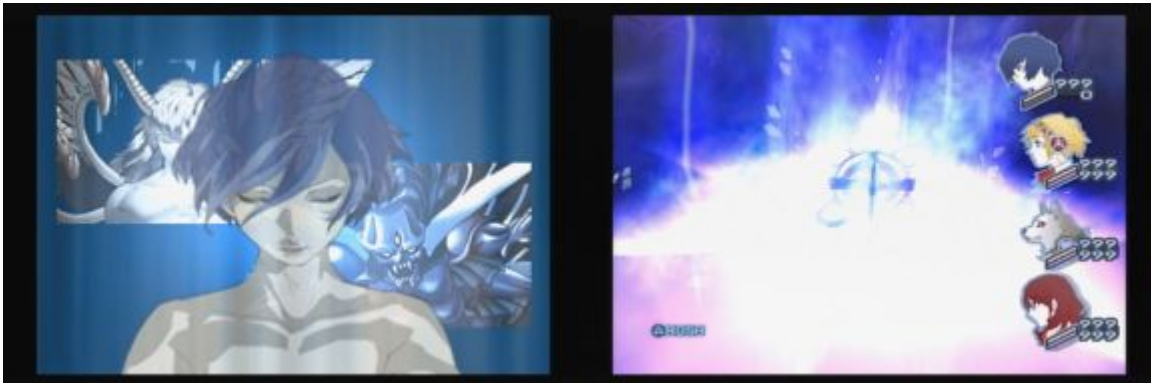
78. PERFORM ARMAGEDDON

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: PLUME OF DUSK

TIP: BRING HELEL AND SATAN TO BATTLE TOGETHER. MAKE SURE YOU HAVE ONE OF THEM EQUIPPED FOR THE SPELL TO APPEAR ON YOUR MENU.



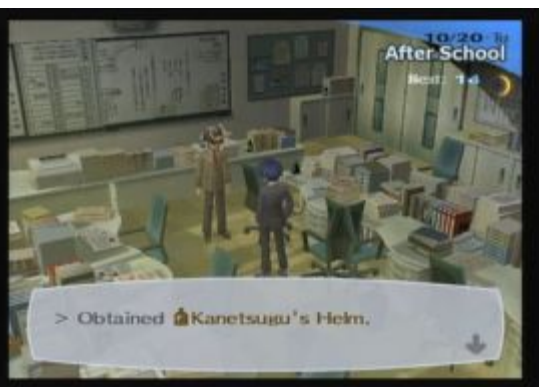
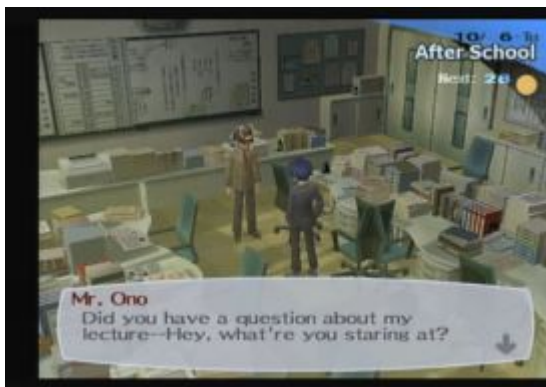
79. BRING A SENGOKU-ERA HELM TO ELIZABETH

DEADLINE: NONE

DIFFICULTY: ★★ ★

REWARD: BEAD CHAIN X5

TIP: AFTER ACCEPTING THIS REQUEST, VISIT THE FACULTY ROOM EVERY DAY AFTER SCHOOL. AFTER TALKING TO ALL THE TEACHERS EACH DAY, YOU'LL FINALLY CATCH UP WITH MR.ONO. YOUR ACADEMICS WILL INCREASE FOR EACH VISIT.



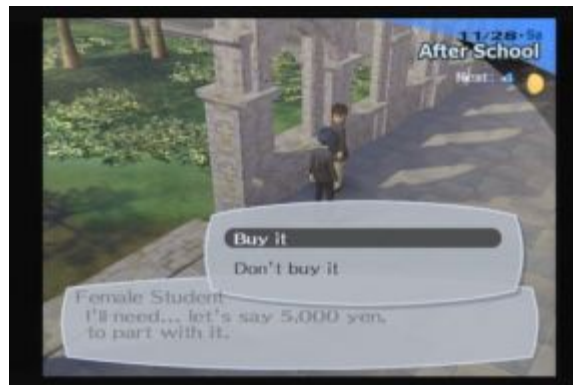
80. BRING AN OZEN JUICE TO ELIZABETH

DEADLINE: NONE

DIFFICULTY: ★★★★★

REWARD: GALE MAGATAMA X3

TIP: YOU WILL ONLY GET THE CHANCE TO GET THE NECESSARY ITEMS FOR THIS REQUEST DURING THE SCHOOL TRIP TO KYOTO. BUY ALL THE DRINKS FROM ONE OF THE VENDING MACHINES THERE. ONCE YOU'RE BACK AT SCHOOL, AFTER YOUR CLASSES HAVE ENDED, HEAD TO WHERE THE PERSIMMON TREE IS PLANTED. TALK TO THE GIRL THERE AND GIVE HER 5000 YEN TO GET THE OZEN JUICE.



81. BRING A "FOOD FIT FOR A WOLF" TO ELIZABETH

DEADLINE: 11/30

DIFFICULTY: ★★

REWARD: FLAME MAGATAMA X1

TIP: TALK TO KORO ON 11/12 DURING THE EVENING

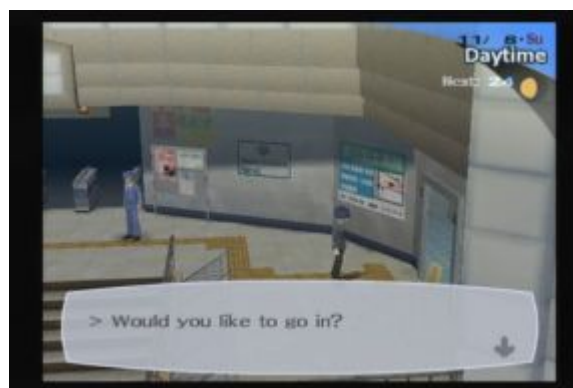
82. PLEASE GO SCRUB THE BATHROOM

DEADLINE: NONE

DIFFICULTY: ★★★★★

REWARD: MAID OUTFIT YUKARI

TIP: AFTER ACCEPTING THIS REQUEST, EQUIP THE **SCRUB BRUSH** (#38 MUST BE COMPLETED) AND GO TO PORT ISLAND STATION. HEAD TO THE STATION ENTRANCE UPSTAIRS AND HEAD TO THE RIGHT. YOU SHOULD FIND A PUBLIC BATHROOM. ENTER AND RETURN TO ELIZABETH TO COMPLETE REQUEST.



83. PLEASE GO WATER THE FLOWERS.

DEADLINE: NONE

DIFFICULTY: ★★

REWARD: MAID OUTFIT MITSURU

TIP: YOU CAN DO THIS ON THE SAME DAY AFTER YOU BROUGHT ELIZABETH TO YOUR SCHOOL. HEAD TO THE ROOFTOP AND EXAMINE SOMETHING BEHIND THE FAT KID. YOU WILL HAVE THE OPTION TO WATER THE FLOWERS.



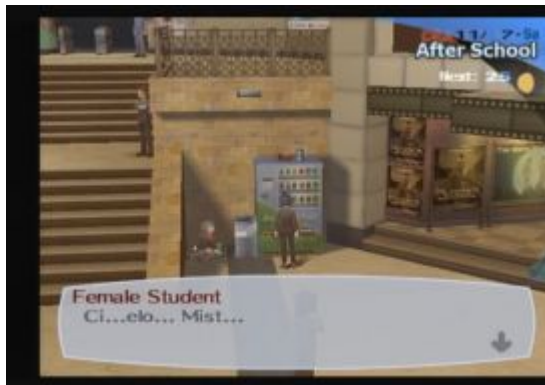
84. PLEASE FIND THE MISSING PERSON.

DEADLINE: NONE

DIFFICULTY: ★★

REWARD: MAID OUTFIT AIGIS

TIP: PURCHASE 20 CIELO MISTS FROM THE SCHOOL DORM. GO TO PORT ISLAND STATION AND FIND THE GIRL BESIDE THE VENDING MACHINE, NEAR THE ENTRANCE TO THE THEATER.



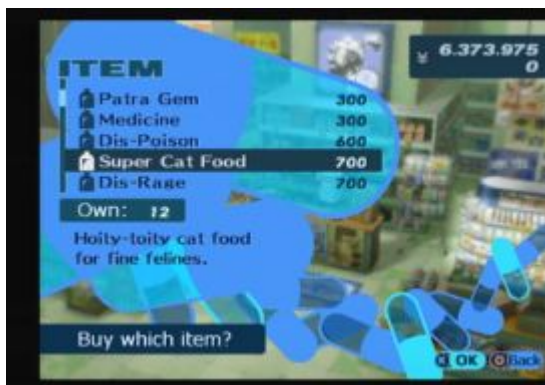
85. PLEASE GO FEED THE CAT.

DEADLINE: NONE

DIFFICULTY: ★★

REWARD: AGILITY SUTRA X2

TIP: PURCHASE AT LEAST 7 SUPER CAT FOOD FROM THE PHARMACY IN PAULOWNIA MALL. HEAD TO THE BACK ALLEYS OF PORT ISLAND STATION AND FEED THE CAT EVERY DAY AFTER SCHOOL UNTIL IT BECOMES HEALTHY.



86. BRING A FEATHERMAN FIGURE TO ELIZABETH

DEADLINE: 11/30

DIFFICULTY: ★★

REWARD: FRIGID MAGATAMA X1

TIP: AFTER ACCEPTING THE REQUEST, TALK TO KEN ON THE EVENING OF 11/21

87. BRING A JUZUMARU TO ELIZABETH

DEADLINE: NONE

DIFFICULTY: ★★★★★

REWARD: CUP OF KNIGHT X1

TIP: (ITEM CAN BE ACQUIRED WITHOUT ACCEPTING REQUEST) LOOK FOR THE GOLDEN CHEST THAT WILL OCCASIONALLY APPEAR ON 4F AND 11F. YOU CAN ALSO GET THIS RANDOMLY FROM LV2 ORACLE WEAPON CARDS. EITHER WAY, YOU'LL NEED LUCK TO FIND THIS.

88. BRING A ONIMARU KUNITSUMA TO ELIZABETH

DEADLINE: NONE

DIFFICULTY: ★★★★★

REWARD: SWORD OF KING X1

TIP: (ITEM CAN BE ACQUIRED WITHOUT ACCEPTING REQUEST) LOOK FOR THE GOLDEN CHEST THAT WILL OCCASIONALLY APPEAR ON 69F, 74F AND 82F. YOU CAN ALSO GET THIS RANDOMLY FROM LV5 ORACLE WEAPON CARDS. EITHER WAY, YOU'LL NEED LUCK TO FIND THIS.

89. BRING A MIKAZUKI MUNETSIKA TO ELIZABETH

DEADLINE: NONE

DIFFICULTY: ★★★★★

REWARD: CUP OF KING X2

TIP: (ITEM CAN BE ACQUIRED WITHOUT ACCEPTING REQUEST) LOOK FOR THE GOLDEN CHEST THAT WILL OCCASIONALLY APPEAR ON 118F, 128F AND 132F. YOU CAN ALSO GET THIS RANDOMLY FROM LV7 ORACLE WEAPON CARDS. EITHER WAY, YOU'LL NEED LUCK TO FIND THIS.

90. BRING A OUTENTA MITSUYO TO ELIZABETH

DEADLINE: NONE

DIFFICULTY: ★★★★★

REWARD: WAND OF KING X3

TIP: (ITEM CAN BE ACQUIRED WITHOUT ACCEPTING REQUEST) LOOK FOR THE GOLDEN CHEST THAT WILL OCCASIONALLY APPEAR ON 142F, 1150F AND 156F. YOU CAN ALSO GET THIS RANDOMLY FROM LV8 ORACLE WEAPON CARDS. EITHER WAY, YOU'LL NEED LUCK TO FIND THIS.

91. BRING A MYOHOU MURAMASA TO ELIZABETH

DEADLINE: NONE

DIFFICULTY: ★★★★★

REWARD: SOMA X2

TIP: (ITEM CAN BE ACQUIRED WITHOUT ACCEPTING REQUEST) LOOK FOR THE GOLDEN CHEST THAT WILL OCCASIONALLY APPEAR ON 3F AND 8F IN MONAD.

92. BRING A PINE RESIN TO ELIZABETH

DEADLINE: 5/7

DIFFICULTY: ★★

REWARD: PURIFYING RICE X2

TIP: AFTER ACCEPTING THE REQUEST, TALK TO YUKARI ON THE EVENING OF 5/2.



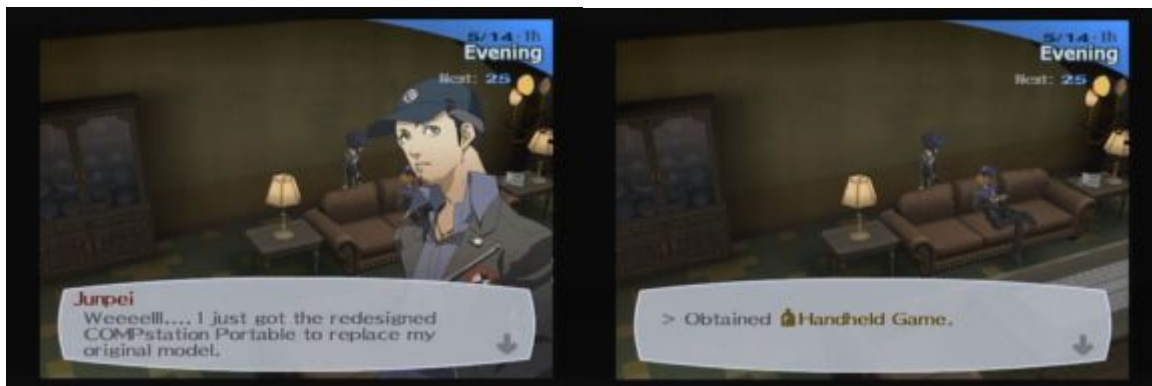
93. BRING A HANDHELD GAME SYSTEM TO ELIZABETH

DEADLINE: 6/6

DIFFICULTY: ★★

REWARD: CURSE PAPER X2

TIP: AFTER ACCEPTING THE REQUEST, TALK TO JUNPEI ON THE EVENING OF 5/14



94. BRING A TRIANGULAR SWORD TO ELIZABETH

DEADLINE: 6/6

DIFFICULTY: ★★

REWARD: PROTECTION SUTRA X2

TIP: AFTER ACCEPTING THE REQUEST, TALK TO MITSURU ON THE EVENING OF 5/24



95. BRING A "PROTEIN NOT FOR PROS" TO ELIZABETH

DEADLINE: 7/5

DIFFICULTY: ★★

REWARD: FIERCE SUTRA X2

TIP: AFTER ACCEPTING THE REQUEST, TALK TO AKIHIKO ON THE EVENING OF 6/16



96. BRING A "SOMETHING TO WIPE GLASSES" TO ELIZABETH

DEADLINE: 7/5

DIFFICULTY: ★★

REWARD: 42,000 YEN

TIP: AFTER ACCEPTING THE REQUEST, TALK TO IKUTSUKI ON THE EVENING OF 6/20

97. BRING A "CHRISTMAS STAR" TO ELIZABETH

DEADLINE: 7/5

DIFFICULTY: ★★

REWARD: MEGIDO GEM X1

TIP: AFTER ACCEPTING THE REQUEST, TALK TO FULKA ON THE EVENING OF 6/27

98. BRING A FRUIT KNIFE TO ELIZABETH

DEADLINE: 10/2

DIFFICULTY: ★★

REWARD: NIHIL SPEAR X1

TIP: AFTER ACCEPTING THE REQUEST, TALK TO SHIJI ON THE EVENING OF 9/17

99. BRING A OIL TO ELIZABETH

DEADLINE: 10/2

DIFFICULTY: ★★

REWARD: MAGIC MIRROR X3

TIP: AFTER ACCEPTING THE REQUEST, TALK TO AIGIS ON THE EVENING OF 10/1



Closing Remarks

SINCE I ALREADY DEDICATED ALMOST TWO MONTHS WORKING ON THIS GUIDE, I MIGHT AS WELL MAKE A PAGE WHERE I CAN PUT IN SOME PERSONAL LIKES AND DISLIKES ABOUT THE GAME. THIS ISN'T REALLY IMPORTANT SO YOU CAN JUST SKIP THIS PART.... BUT HEY, WHY ARE YOU READING THIS ANYWAY?!

Q: FAVORITE PERSONA?

A: CYBELE

Q: WHY?

A: NONE OF YOUR BUSINESS. *MUTTERS*

Q: OH, DON'T BE SUCH A DICK...

A: SPEAKING OF WHICH... I AM DISGUSTED WITH MARA. I MEAN, IT'S A MUTATED MALE GLORY ON A CHARIOT.

Q: DON'T TELL ME THAT MARA REALLY IS A -

A: - IT DOES HAPPEN SOMETIME WHEN I WAS DATING CHIHIRO. I HAVE A THING FOR TIMID, NERDY GIRLS WITH LONG HAIR AND GLASSES. *GRINS*

Q: I DIDN'T EVEN ASKED A QUESTION YET.

A: YOU DIDN'T? I THOUGHT YOU WERE ASKING WHO MY FAVORITE DATE IS.

Q: NO, I WAS ABOUT TO ASK YOU IF YOU MARA REALLY IS A... ALRIGHT LET'S SET THE OBVIOUS ASIDE. OKAY... DO YOU FEEL GUILTY SPYING ON YOUR TEAM MATES USING THE CONTROL ROOM'S SURVEILLANCE SYSTEM?

A: GUILTY? HECK NO. IF YOU SEE MITSURU-SENPAI IN HER BATHING ROBE OR YUKARI IN HER MAID OUTFIT I AM SURE YOU WON'T FEEL THAT WAY AT ALL.

Q: PERV...

A: WHADDAYASAY?!

Q: O-OH N-NOTHING... *COUGHS* SO, SERIOUSLY WHAT'S YOUR FAVORITE WEAPON?

A: BLUDGEONS. HAMMERING SHADOWS IS THE BEST.

Q: FAVORITE EVENT?

A: THE HOTSPRING SCENE IN KYOTO.

Q: WHY IS YUKARI PROMOTING FOR THE READERS TO DONATE?

A: TWO THINGS. SHE'S WORKING FOR ME TEMPORARILY. SECOND... WELL JUST THINK OF THE RISING OIL PRICES, ENERGY COSTS AND STUFF

Q: I ASSUME YOU LOVE PRETTY GIRLS IN MAID OUTFITS THAT'S WHY YOU CHOSE YUKARI IN THAT COSTUME, RIGHT?

GUNSHOT

A: HAH! SORRY, WHAT'S YOUR QUESTION AGAIN? HELLO? HELLOOOO?!!

>:)

DID YOU ENJOY
MASTER PAUL-
KUN'S
WALKTHROUGH?
DONATIONS ARE
WELCOME TO
SUPPORT HIS
FUTURE
PROJECTS! ♥





CREDITS

- THANKS TO YOU FOR PICKING UP THIS GUIDE. I HOPE THAT THIS HELPED YOU WHILE PLAYING THE GAME.
- THANKS TO IGN FOR GIVING ME THE CHANCE TO DO THIS PROJECT.
- THANKS TO ATLUS FOR RELEASING THE ENGLISH VERSION OF THIS WONDERFUL GAME
- THANKS TO MY FAMILY, FRIENDS AND GOD FOR HELPING ME KEEP UP WITH MY VERY TOXIC LIFE.

MANY THANKS TO THE AUTHORS OF THESE WONDERFUL REFERENCES WHICH I USED TO FILL SOME OF THE MISSING DATA I COLLECTED.

DERIC1431 - FOR CREATING THE COMPLETE PERSONA 3 FES DATABASE ON THE NET. CHECK IT OUT [HERE](#).

QUEENMESHI - [REQUESTS GUIDE](#)

PENQUIN KNIGHT - [MAX SOCIAL LINK GUIDE](#) (ONE PLAYTHROUGH)

ZERUEL - [WEAPON FUSION](#) BOARD TOPIC

ARTHELLINUS - [PERSONA FUSION](#) GUIDE (ITEM BEARING)

OFFICIAL PAGE: [HTTP://VHAYSTE.BLOGSPOT.COM](http://vhayste.blogspot.com)

BLOGGING PAGE: [HTTP://VHAYSTE01.BLOGSPOT.COM](http://vhayste01.blogspot.com) (LEARN MORE ABOUT MY NEW RELEASES AND UPDATES)

Watch out for my PDF walkthrough for P4 (12/2008)

